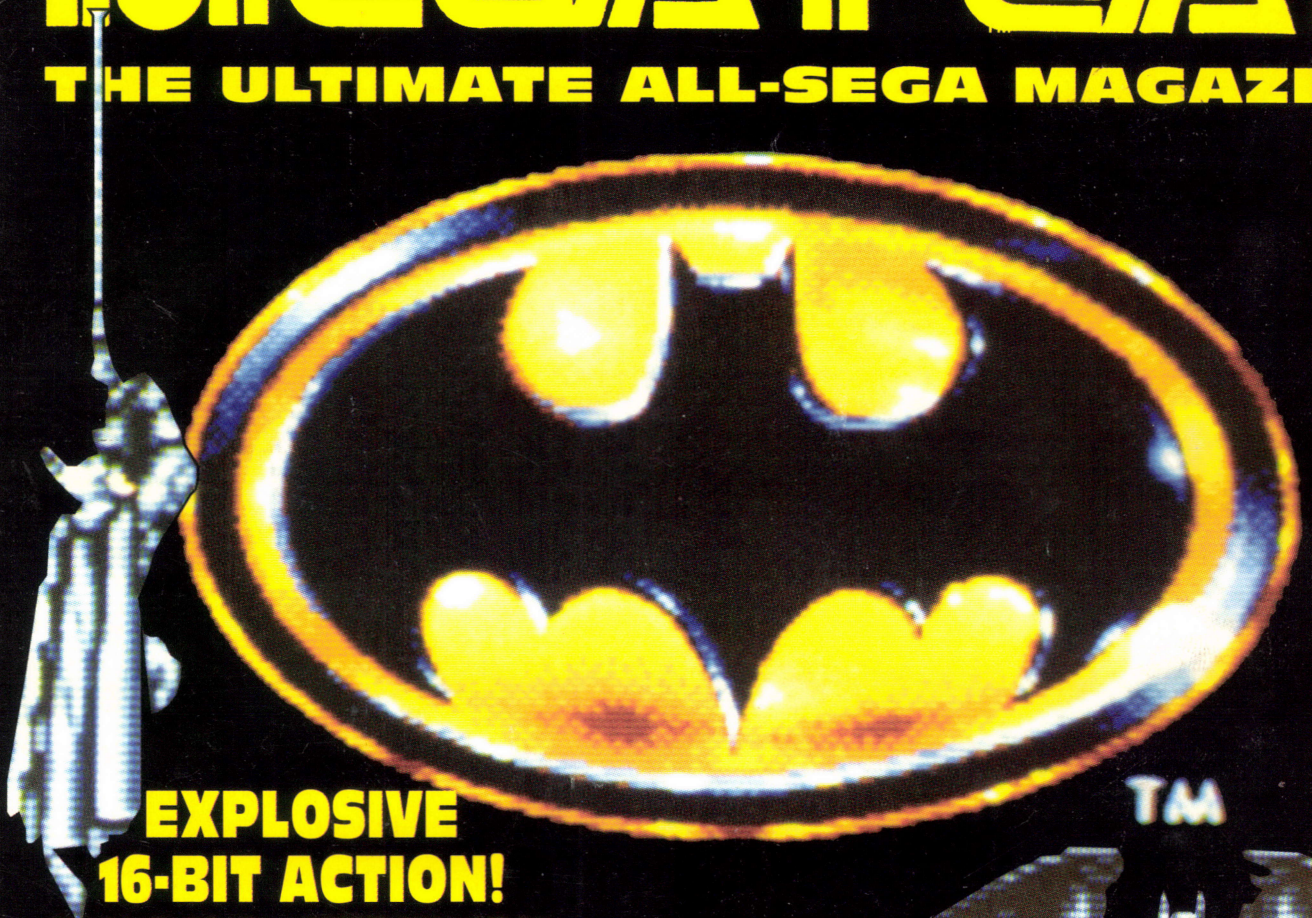
MORE GAME GEAR • GENESIS CD-ROM

# MEGA PLAY

THE ULTIMATE ALL-SEGA MAGAZINE



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FEBRUARY, 1991

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# RENOVATION'S LETHAL LINE UP

## FINAL ZONE

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP - a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available - including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield - the FINAL ZONE - awaits you!

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The Strategic Defense Initiative of the 1990's banned ICBMs and nuclear warheads. Now, in 2016, weapons are limited to super strategic mobile weapons. Enter Granada. Hypertek-Cannon Tank (HTC). Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces. You will command Granada through the streets of Tobora, to battle the giant flying batteship Astarsha, and Valsic, another HTC.

## WHIP RUSH

In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceshops at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress - bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

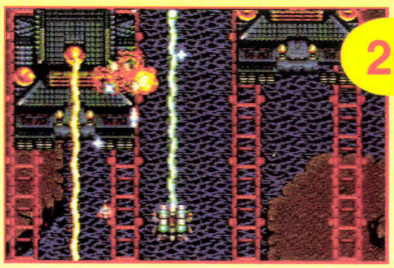
RENOVATION™ PRODUCTS

Arrow Flash and Whip Rush ©1990 Sega Enterprises Ltd. Final Zone and Granada ©1990 Renovation Products, Inc. Renovation Products, Inc. is a subsidiary of Telenet Japan Ltd.

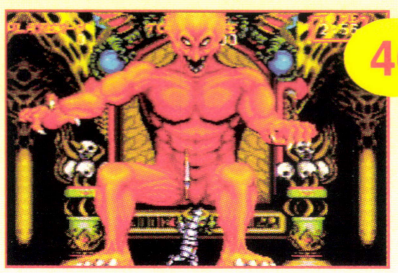
# CONTENTS

*Sega plans to combine their Mega Drive/Genesis with an IBM computer!*

*The Caped Crusader is making his Mega Drive debut. Check out our 2 page article!*




*Seismic has another hit coming! It's called M.U.S.H.A., and it is hot!*




*Loki from the classic Ghouls and Ghosts is back one more time! Catch it in Game Over!*


**4**

**EDITORIAL**

1991 is going to be a phenomenal year for Sega Players! Mega Play will be there - bimonthly and larger!

**6**

**MEGA MAIL**

This is your chance to speak out. The editors answer your probing questions about rumors, new hardware and upcoming games.

**8**

**HI-TECH SEGA**

Sega has really been pushing their R and D staff. New this issue include TERA - the Mega Drive computer; the Tel-Tel modem with phone in games library; and an up-to-the-minute story on what's new with the spectacular CD-ROM!

**10**

**MEGA TRICKS**

Our game experts have been working overtime tearing into Moonwalker; Columns; Super Monaco GP and they found an extra special trick to help you get through the mega-hit Strider!

**14**

**FROM JAPAN**

Here it is! The only magazine this side of the ocean who will dare blow away the super Mega Drive hit BATMAN from Sunsoft of Japan! The new secret 8 meg RPG - Shining Darkness gets unveiled and Rastan is back in his second adventure.

**20**

**SEGA FEATURES**

We have some spectacular games to show this issue! Included are Seismic's awesome vertical scroller - M.U.S.H.A.; Sega's newest RPG - The Sword of Vermilion; the exciting Sega arcade conversion - Shadow Dancer; Kaneko's superb translation of the coin-op Air Buster and Renovation's new Arrow Flash!

**33**

**MEGA PREVIEWS**

Our reporters are back from Japan with a whole list of new games which will be coming out in the near future. There will be a whole pile of new 8 meg softs including Gaiares, Darius 2, The Ambition of Caesar. Other softs coming soon are Berlin Wall, Elemental Master and Star Cruiser. Look for a special, belated, tribute on page 39 !

**40**

**REVIEW CREW**

The best game players in the country, led by the famous G.O.G., give you the honest, hard-hitting, unsugar coated reviews of the current Sega titles.

**46**

**GAME OVER**

Bart outdoes himself this time with the ending to Ghouls and Ghosts.

**47**

**NEXT ISSUE**

There are a lot of new third party companies coming for Genesis!

# MEGA PLAY

***The All-Sega™ Magazine***

**Jan/Feb, 1991**

***A SENDAI PUBLICATION***

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# PRESS START...

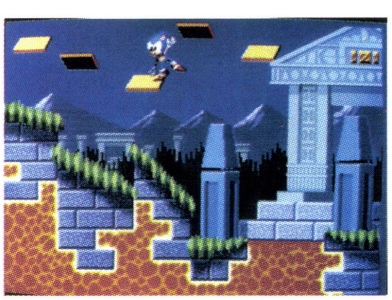
## SEGA - 1991 AND BEYOND...

Welcome Sega fans to the second issue of Mega Play. We've just returned from Japan loaded down with tons of new carts, hundreds of photos, and lots of hot information. As we see it, 1991 is going to be a very good year for Sega, with new hardware like TERA, Game Gear, the CD-ROM and their 32 bit arcade system coming to the U.S. All will need software support, and companies are literally waiting in line to sign up to join the Sega team. Some will be very familiar NES names but others will be new manufacturers who will bring fresh ideas to the software market. Also, with Sega's Strider topping off at 8 megabits, other companies will be quick to follow suit with heavy memory games. And when the CD-ROM comes out, Sega will be able to go head-to-head (and even surpass) their competitor. It's going to be a very exciting year and the one thing that you can count on is that Mega Play will be there with the information and photos months before the product comes out. Since Mega Play deals only with new Sega products we will be able to give you 100 percent of what you want. Things like the honest but hard-hitting game evaluations from our crack team of reviewers; the sneak-peek previews with pix of carts still in development; the great SMS and Genesis tips and tricks from our game crew and the multi-page Mega-Files where we pack more photos on one article than others do in their entire magazine!

But most importantly we have been reading your letters. Response has been phenomenal and many of your suggestions and comments are being implemented. Some, starting with this very issue! We are now 50 percent larger with even more of what you like. We have increased our frequency from quarterly to bimonthly! And we are now expanding our coverage of 'Japan Only' games. Our letters column is larger, the 'Game Over' page is new and we're pushing our review crew to their limits with dozens of reviews each issue. But we're not stopping there! We're adding more coverage to the Game Gear, and we'll keep you up to date with new CD-ROM software

After you read through this issue, please drop us a note as to what you thought of it. What did you like, or dislike? What do you want more of? Let us know and we'll print the best in our Mega Mail.

**ED SEMRAD**
**Editor**

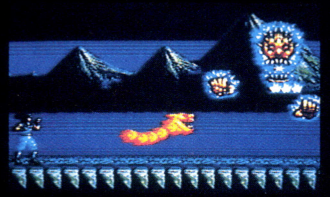


# FRESH FROM THE SAGE

## SHADOW BLASTERS

***SUMMON THE POWER OF HYPRION TO STAND DEFIANT IN THE SHADOW OF EVIL***

Experience the supernatural Powers of Warriors from distant times as they roam the planet battling the forces of darkness, the phantoms of Ashura. Hurling the Flames of Justice they seek and destroy the scourge that has befallen the Earth.



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*DETAILS BELOW

## Insector X

**THEY'RE GONNA BUG YA!...TO DEATH!**

Compared to these guys, killer bees are about as scary as a butterfly. In this awesome insect Empire you've got to be a fast gun! No can of bug spray will help you here. These giant mechanized insects mean business. Become too enthralled with the beautiful landscape and your daydream could become a nightmare.

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***A moment's delay could be your last!!!***

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SEGA GENESIS 16-BIT CARTRIDGE

# MEGA MAIL

**1920 Highland Ave.**
**Suite 300**
**Lombard, IL 60148**

## CD-ROM...GENESIS vs. TURBO!!

Wow! Your fist issue of Mega Play really blew me away! Your coverage of new Sega games was fantastic. Other mags still haven't talked about the Game Gear and you covered it months ago! Since you tell us more about Sega than Sega, how about some info on the new CD-ROM? What games will be coming out? When can we expect to see it in the stores?

**Tim Jansen**
**Topeka, KS**

I'm writing to tell you how satisfied I'm with Mega Play. I also subscribe to EGM and you talked about a new CD-ROM coming from Sega. Since this is your all Sega mag, can you spend more time telling us the details on this new machine? How much will it cost? Can I play Turbo CD's on it? Will Phantasy Star 3 be their first game?

**John Ramsey**
**Seattle, WA**

**Sega's new Genesis CD-ROM!**

*(ed. Sega is indeed bringing out a new CD-ROM unit for the Genesis. Expect it to appear first in Japan sometime in late Spring of 1991. While the shape of the unit hasn't been determined the specifications have! Turb to our Hi-Tech Sega column on page 8 for the latest info on how the Sega CD-ROM compares to the TurboGrafx CD.)*

## What Ever Happened to...??

Back in issue 5 of EGM you talked about a Genesis game called Gain Ground. What ever happened to it?

**Lance Bracken**
**Hartford, CT**

I remember a game called Moondancer. It looked like a dynamite RPG with awesome graphics. It was supposed to come out for the Mega Drive. Did I miss it? And what ever became of Sega's modem?

**Bill Nikko**
**Mobile, AL**

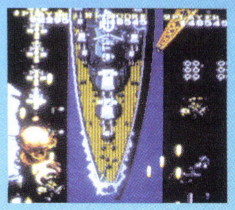
Is the Genesis disk drive dead, now that they are promising to bring out their CD-ROM? You talked about it in issue 3 of EGM as well as a keyboard and light tablet.

**Jim Franklin**
**Austin, TX**

My favorite game is Aliens by Konami! Will they ever bring it out for the Genesis? Why don't companies like Konami and Capcom make games for other systems?

**Bob Thames**
**New York, NY**

*(ed. These letters are but a few of the hundreds we receive about games, peripherals and systems which were supposed to come out but haven't yet. To answer all the questions at once, a lot of things can happen in between a game concept and a production copy. The game can be scrapped; it can be put on hold; or just sent back to development for revisions. Gain Ground came out in Japan on Dec. 15th and Renovation will do it here in 1991. Moondancer is one of those games which is put on permanent hold. The modem we are pleased to announce came out in Japan on October 21st. Look for the specs and games on page 9. The disk drive has indeed died. Regarding Konami and Capcom there is great news - sort of. Look for Aliens, Lifeforce and Dracula's Saga from Konami, along with Area 88 (UN Squadron) and 1941 from Capcom to make their Mega Drive debut in Japan next year!!)*



**1941 and Aliens!**

## PHANTASY STAR 3 !?

I couldn't believe my eyes when I saw your first issue of Mega Play! I had just purchased Phantasy Star 2 and here you were talking about PS 3! Since then I finished Star 2 and am ready for the next one. When can I expect to see PS 3 in the stores?

**Brendon Storm**
**San Francisco, CA**

*(ed. Phantasy Star 3 was originally scheduled for a January 1991 releases. Since then, Sega had translation conversion problems so don't expect to see Phantasy Star 3 before Spring 1991. Regarding the future? The timing is right for a new RPG to come out in Japan as both Vermilion and PS3 are "old" games, having been released in December 1989 and April 1990 respectively.*

*Expect to see from Sega of Japan a brand new RPG in March of 1991! It will have a whopping 8 megabit of memory and contain numerous dungeons set in a first person perspective with very realistic 3-D mazes! Huge, hideous full-screen monsters will pop out of nowhere similar to what we saw in the original PS. For the U.S. we can expect to see Fatal Labyrinth very soon.)*

**Sega's new 8 meg RPG!**

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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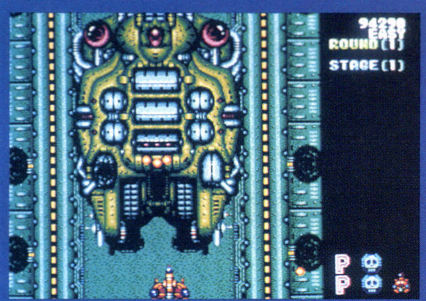
# MEGA PLAY

## The Ultimate ALL-SEGA Magazine!

**Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!**

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# HI-TECH SEGA

**GENESIS CD--ROM UPDATE; IBM AND SEGA JOIN FORCES; MODEM OUT IN JAPAN!**

## GENESIS CD-ROM SPECS FINALIZED!

Sega's new CD-ROM player is nearing final prototype form. As first reported in EGM's 1991 Buyer's Guide this spectacular peripheral is shaping up to be even more impressive then originally envisioned. Sources in Japan, close to the project, have reported that the specs for the CD-ROM have been finalized.

When compared to the CD-ROM player for the PC Engine-/TurboGrafx 16, the Genesis player comes out on top not only with regards to on-board memory, but also video graphics and audio specs. Utilizing more advanced digital processing chips and tons of memory the only question that remains is if Sega can come close to the $250 price tag they originally announced.

Inside the Genesis CD-ROM there will be 4 times more resident memory than in the Turbo unit! This amounts to 256 k bytes (about 2.05 gigabits) - Genesis vs. 64k bytes (512 megabits) - Turbo. The benefit being fewer interrupting reloading times in this unit.

*The Sega CD-ROM player!*

Another plus in favor of the Genesis unit is the size of the plug in battery softs. It's 6 megabit for the Genesis vs. 2 megabit for the Turbo.

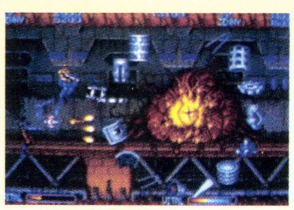
Finally, the audio portion of the games will get special treatment. The Genesis unit will be able to process 8 channels of analog/digital pulse code modulation (PCM). This, plus the stereo audio output jacks on the back of the unit, will allow you to easily connect the Genesis to a stereo system for sounds never before heard on that system!

## NEW CD-ROM SOFTS FROM SEGA & LICENSEES!

*Phantasy Star 4*

*Dragon's Lair*

*Super Monaco GP 2*



*Forgotten Worlds Deluxe*

# SEGA & IBM INTRODUCE TERA, A NEW GENESIS/COMPUTER!

**NEW GAME/COMPUTER COMING IN 1991!!**

IBM of America and game system maker, Sega Enterprises have just announced a joint project in creating and marketing of a low-cost personal-/family oriented computer. It will be named Tera.

IBM has agreed to supply the technology while Sega will manufacture the system. The computer will be fully compatible with the current PC/AT series and the game system will be Genesis/Mega Drive compatible.

The new computer will be sold in both Japan and the U.S. at Sega and IBM retailers.

*The new Sega/IBM computer!*

Tera will contain a Genesis 68000 chip and an IBM compatible 80286 chip. Three models will be produced with the main difference being the on-board memory which will range from 512 kbytes to 2.5 Mbytes. Tera will use the standard IBM DOS, version 4.0, and a word processing and spread-sheet package will be optional as will be a monitor and a mouse. The Genesis CD-ROM will also interface with Tera! The base cost is to be about $750.

As to the U.S., Sega states: "Currently at Sega we are looking for worldwide expansion starting with the U.S."

# MODEM NETWORK UP AND RUNNING!!

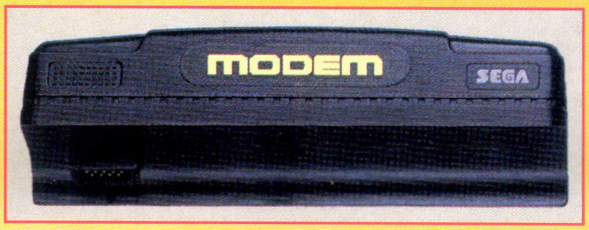
**GAMES BY PHONE!**

On October 21, 1990 Sega released the long awaited modem in Japan. Selling for about $95, players, each with the same software, can now play games by telephone across the country!

The modem plugs into the 9 pin external jack on the back of the system and the phone line connects to the side of the modem. Telephone dialing is done by menu screens.

Modem software currently includes Tel-Tel Stadium (similar to our Tommy Lasorda Baseball), Tel-Tel Mahjong and Cyberball.

Sega also began a subscription ($35 for 6 months) dial-in Games Library. Users can download (in 5 to 8 minutes) new, unreleased software. Current titles include a new text Phantasy Star 2 and Putter Golf. Pyramid Magic and Death Maze will be added soon.




*The long awaited Modem!*

***Once the modem is purchased ($95), owners can either play against each other via the phone lines or, for another $35, they can buy 6 months of access time to the Sega Games Library and download (rent) new and unreleased softs!.***

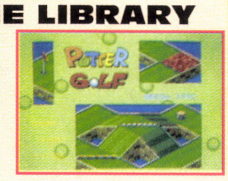
*Sega News Network*

*Mega Answer for banking!*

## NEW MODEM GAMES!

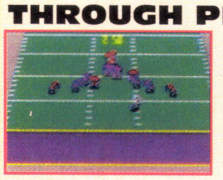
**DOWNLOAD FROM SEGA GAME LIBRARY**

*Phantasy Star 2 Special Edition*

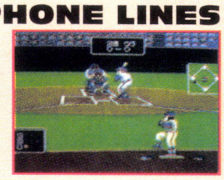



*Putter Golf*

**PLAY WITH A FRIEND THROUGH PHONE LINES**



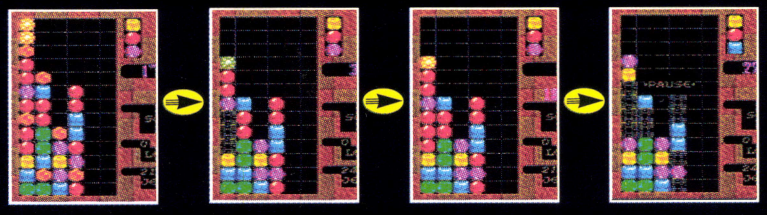
*Cyberball*



*Tel - Tel Stadium*

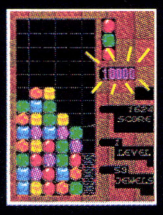
# MEGA TRICKS!!

## The Ultimate in Sega Secrets!!



### COLUMNS
(Sega/Genesis)

*Extra Magic Jewels* - There is a way to trick the game in giving you a second magic jewel. To do this you must set up the screen in a certain way. Have one row of the normal jewels stacked up almost to the top of the playfield. There must be vertical space for only two of the three jewels in the next block to come on the screen. Watch the 'next block preview' box. When you see that the magic jewel block is next, get ready to quickly move it on top of your prepared stack. After the magic jewel eliminates the 'touching' color jewels, all of the remaining jewels will drop down as will the one magic jewel that was off the screen. This magic jewel will drop down and eliminate another group of colored jewels!



### COLUMNS
(Sega/Genesis)

*Extra 10,000 Point Bonus* - To get a fast and easy 10,000 bonus points have one vertical column empty, all the way to the bottom of the playfield. When you get the block with the 3 magic jewels, position it so that it falls down this column, all the way to the bottom. Since you don't get to use it to eliminate any colored jewels, the game gives you 10,000 points instead.

### BUSTER DOUGLAS KNOCK(ED) OUT BOXING
(Sega/Genesis)

*Secret Continue* - To have a rematch against any boxer, push the joystick up, press button B and the Start button all at the same time. This continue only works once on each boxer you fight.

Jay Ramos
Newburgh, NY

### SUPER MONACO GP
(Sega/Genesis)

*Lose Drivers Points*- If the spirit of the bumping and pushing in the race is getting to you there is a way that you can get even. Unfortunately it's going to cost you. As you near the finish line and are in first, second or third place, look for the man who is waving the checkered flag. Run into him and watch him fly off in the air. Humorous huh? The next screen where it tallies up your drivers points for finishing in the top 3, take a look at what you get - nothing! Oh, well!

# HELLFIRE

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## Psychotic Aliens are Blasting You From All Directions!

Escape is nearly impossible, you feel the end is near. Don't worry, you wield *the ultimate weapon* "**HELLFIRE**"! This weapon will destroy any enemy in your path, but beware, your onboard supply is limited.

Don't think you can get out alive with blinding firepower alone, you'll need to utilize your four weapons with strategy and great prowess!

Complete with 4 Mbit ROM, 6 Levels, Continue, Selectable Firing Direction, Multiple Endings and 16-Bit Graphics.

***At least you'll look good as you go down in flames!***

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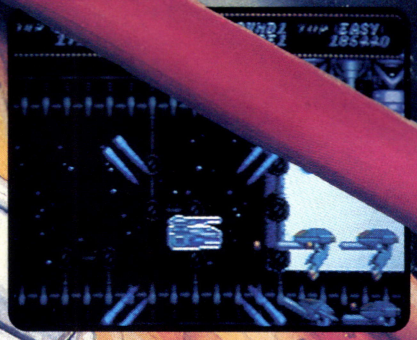

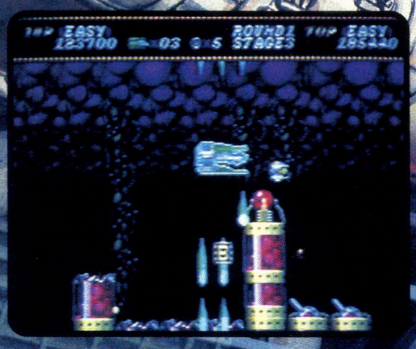

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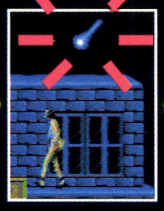
## MICHAEL JACKSON'S MOONWALKER

Sega/Genesis

*Get Robot Suit* - In many of the rounds in this game you can get a robot suit which temporarily gives you special powers. You can now fly throughout the level and shoot missiles and lasers. This suit also makes you invincible. To get the suit though, the first hostage you rescue must be a certain one. Do this and a magic wand appears. Grab the wand to get the suit. The photos below show the location of the correct hostage to

**LEVEL 2 - 1**

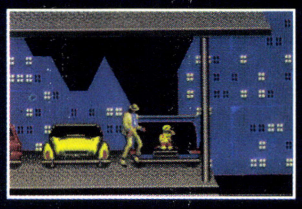
**WAND**



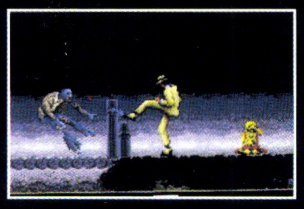
**SUIT**

**LEVEL 2 - 2**

**LEVEL 2 - 3**

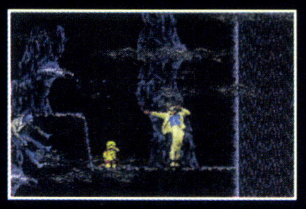


**LEVEL 3 - 1**

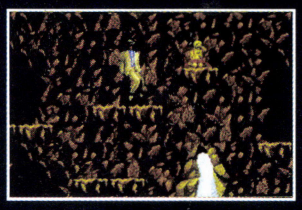


**LEVEL 3 - 2**

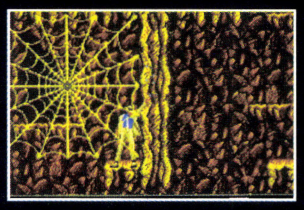
**LEVEL 3 - 3**



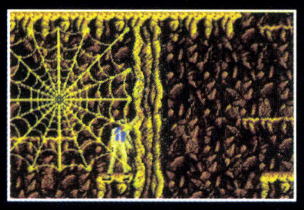
**LEVEL 4 - 1**



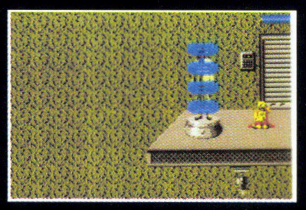
**LEVEL 4 - 2**



**LEVEL 4 - 3**



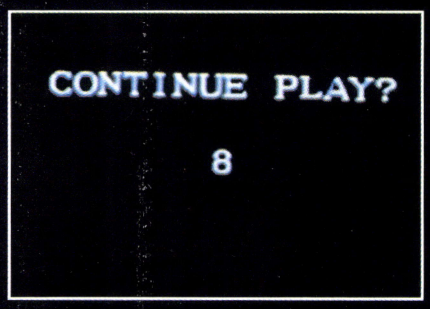
**LEVEL 5 - 1**



## STRIDER

Sega/Genesis

*Three times Continue* - Strider is a difficult game to finish without any continues. To be able to continue three times, at the intro screen press buttons A, C, B, C, A, then start.




## TOMMY LASORDA'S BASEBALL

Sega/Genesis

*Glitched Baseball Game* - You can get some really weird special effects in this baseball game. Enter the password: RGsiopqm2jhZZSUXVtEEAE. Or try: RGhiopqmljhZZSUXVtEEAE for even more bizarre effects.

Sean Cooley
Grosse Pointe Farms, MI

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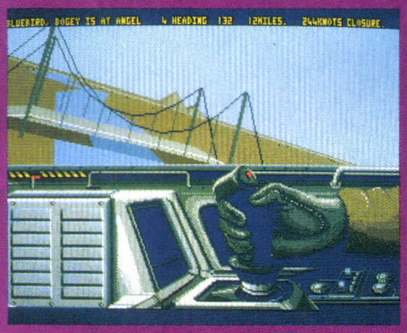

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# BATMAN™

## MEGA-FILE

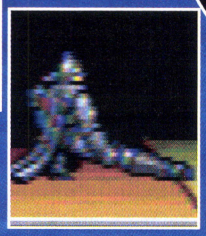
**Manufacturer:Sunsoft**
**Sega System:Genesis**
**Cart Size: 4 Meg**
**Number of Levels: 7**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: (Japan-Now)**

### The Dark Knight™ goes 16-Bit!

What do you get when you blend the power of the Genesis and the wizardry of the programmers at Sunsoft with the one and only Caped Crusader™? You get one of the most exciting 16-Bit games around, that unfortunately can't be released in the states because of the big "N"s licensing program. This game is truly a masterpiece, capturing the graceful agility and brute strength of the Dark Knight with phenomenal graphics and super-smooth animation. Backgrounds are superbly done recreating the dark and ominous feel of the movie. The background music for each stage is equally impressive, featuring layers of sound which add to the overall environment. Add a variety of moves ,good game play that is well balanced ,and even Batmobile™ and Batwing™ scenes! Without a doubt, Batman is one of the best games ever made for Sega's 16-Bit, it has everything you've come to expect from a Batman game and more. American gamers, fear not, mail order companies bring an end to the injustice, created by the big "N."

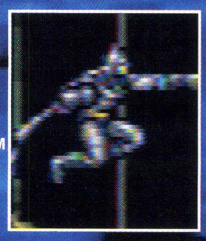
## ATTACK

PUNCH



KICK

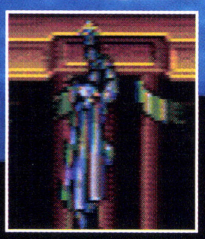
BATARANG™



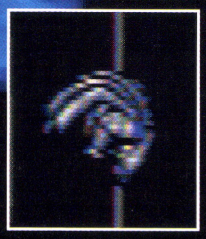
JUMP&PUNCH

JUMP

## OTHER MOVES

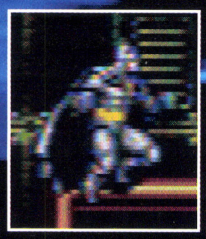


GRAPPLING HOOK



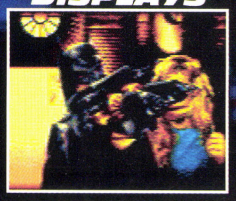
FLIP

BLOCK

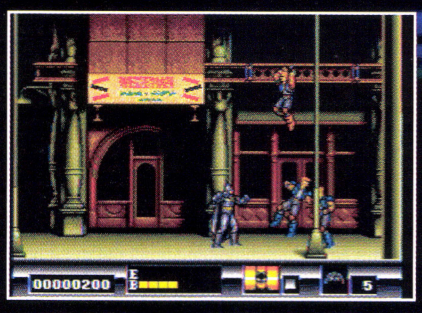


DESCEND

CINEMA DISPLAYS

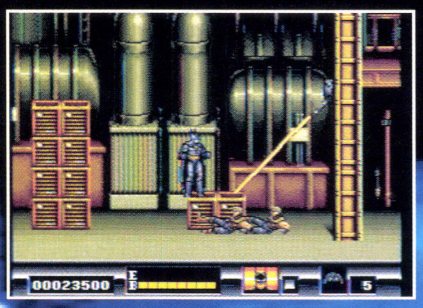


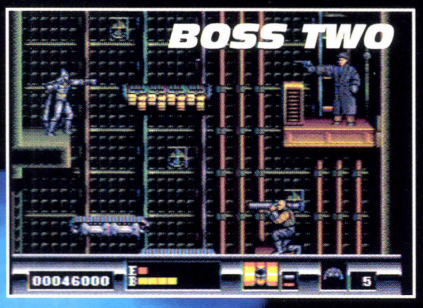
RESCUE VICKI VALE™!



**LEVEL 1: GOTHAM CITY STREET**

*Drop into the heart of Gotham to do a little street cleaning.*





## LEVEL 2: AXIS CHEMICAL FACTORY

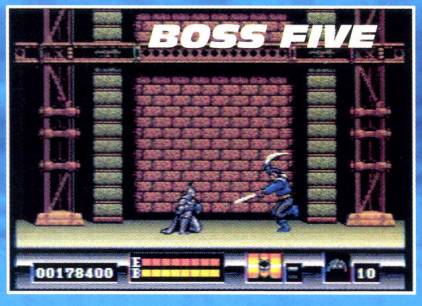
*Watch out for exploding pipes and bazooka toting thugs on your way to bust Jack Napier™.*

## LEVEL 4: GOTHAM CITY STREET

*Take to streets again, but this time in your new toy, The Batmobile.*

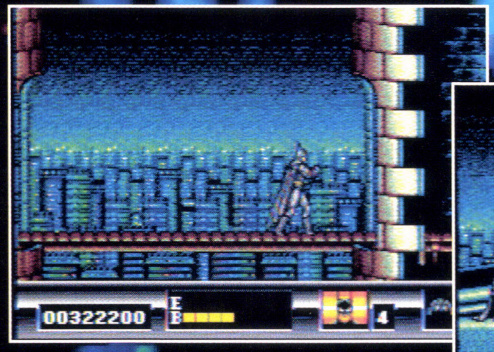
## LEVEL 3: FLUGELHEIM MUSEUM

*Fight through falling chandeliers and axe-wielding giants to save Vicki from Jack Napier's alter ego, The Joker.*



## LEVEL 5: ALLEY

*Whoever said "all the world loves a mime" has definitely never met these guys. Look for a way to max out your lives here.*



## LEVEL 6: IN THE SKY OVER GOTHAM CITY

*Prepare for intense aerial combat with the Joker's minions, as you take to the night sky in The Batwing.*

## LEVEL 7: GOTHAM CATHEDRAL

*Can you climb to the top to confront The Joker™ and return Gotham City to a state of peace???*

# RASTAN SAGA 2

## MEGA-FILE

**Manufacturer: Taito**
**Machine: Mega Drive**
**Cart Size: 4 meg**
**Number of Levels: 7**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: Now (Japan)**

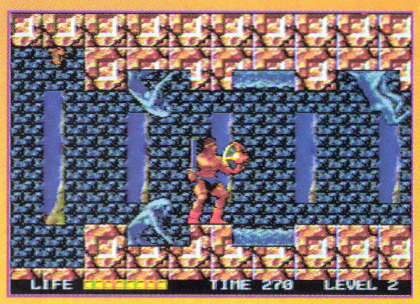
## The Saga Continues...

Taito has brought back Rastan for a second quest, this time on the Mega Drive. Unfortunately the game offers little improvement over the older Master System version as the graphics are blocky, his movement choppy, the sound mediocre and the quest unimpressive. Rastan's opponents, while large in size, present little challenge and even the end of level boss characters are not exceptionally difficult to beat. About the best part of the game are the multi layered backgrounds. Of all the Japanese games available now, this one is not worth buying.

## FIGHT THROUGH 6 TREACHEROUS LEVELS!

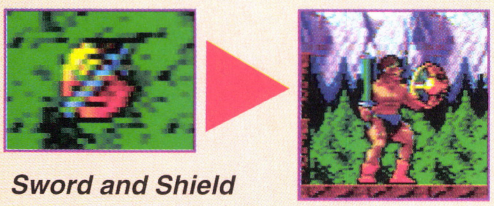
*Rastan runs and jumps through the first level slicing away at the giant snakes, bats and skeletons.*

*T he second level adds a dwarf and a mutant kangaroo for opponents. Break the blocks for power but avoid the flames.*

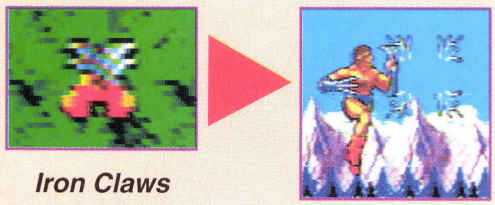


*Level 3 takes place deep in the narrow caverns. To get out Rastan must first defeat a centaur who is guarding the exit.*

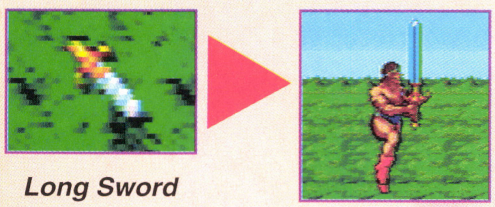
## THREE WEAPONS!



*Sword and Shield*

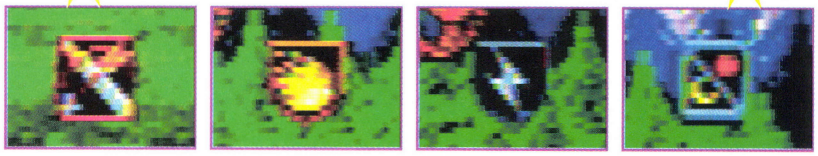


*Iron Claws*



*Long Sword*

## POWER-UP OPTIONS!



*Destroy All* *Fireball Sword* *Lightning Sword* *Energy*

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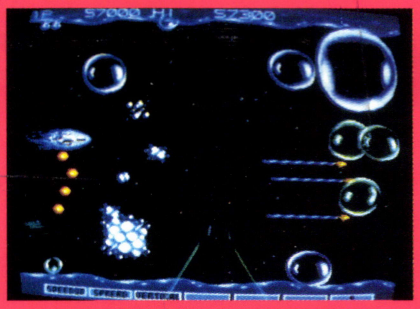

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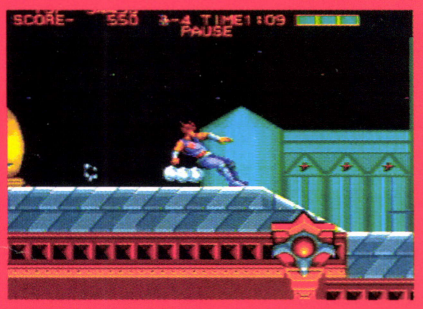


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# SHINING DARKNESS

**MEGA-FILE**
**Manufacturer: Sega**
**Sega System: Genesis**
**Cart Size: 8 meg + battery**
**Number of Levels: NA**
**Theme: RPG**
**Difficulty: Hard**
**Number of Players: 1**
**Available: March 1991 (Japan)**
**Summer 1991 (U.S.)**

## SUPER RPG!!

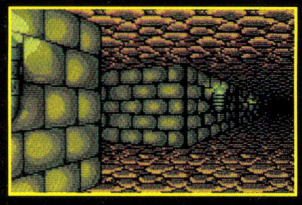
Take the developers of the famous Dragonquest 3 and 4 games, give them 8 megabits and the Genesis 16 bit system to work with and you end up with one of the world's best RPG's ever! The editors of Mega Play were given an exclusive look at this super soft and we came away very impressed.

Shining is similar to other RPG's only much more detailed, longer, harder and convoluted. Take every aspect of the normal RPG and add smooth animation to every movement whether it be the enemy rising from the floor, the turning of a corner or the subtle glow of a candle!

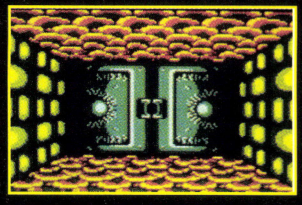
We'll start with a typical dungeon and follow up next issue with an above ground scene!

## REALISTIC 3-D DUNGEON MAZES!

*Huge Staircases take you to new levels!*

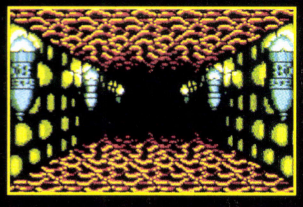


*Screen movement is smooth around corners*



*...as is the opening and closing of doors!*

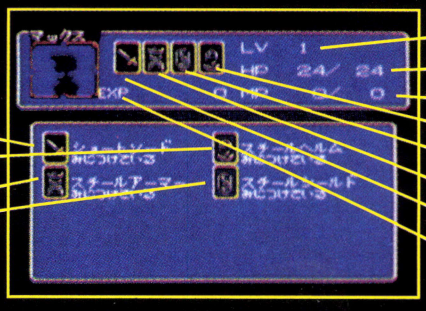
## MAZE LANDMARKS



*Each major corridor contains unique features to minimize the chances of getting lost!*

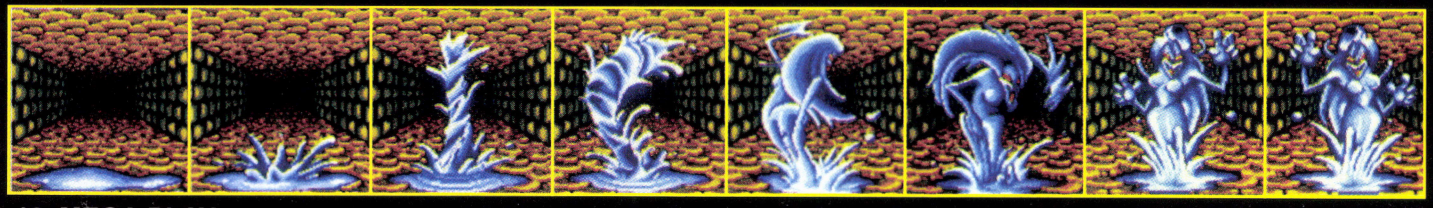
## NEW MONSTERS!

## PLAYER STATUS SCREEN




*Other status screens monitor the characters :money, intelligence,quickness, luck, fighting power and defensive power!*

## SMOOTHER CHARACTER ANIMATION THAN IN PREVIOUS RPG'S!



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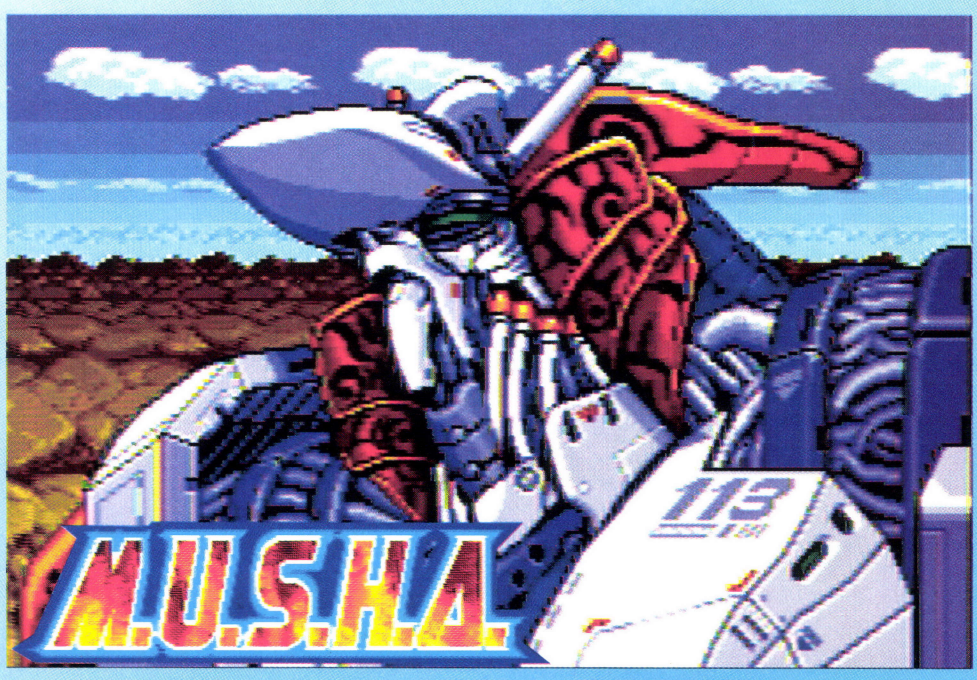
## MEGA-FILE

**Manufacturer: Seismic**
**Sega System: Genesis**
**Cartridge Size: 4 meg**
**Number of Levels: 7**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: January '90**




## Attack Force 1..

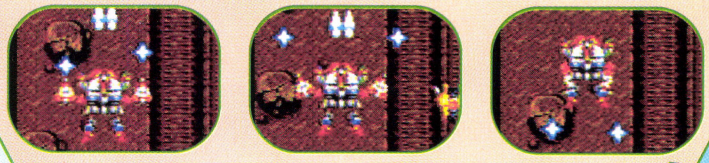
It's an invasion so large the galaxy is virtually helpless. The last hope is your special tactical force of ace fighter pilots. Equipped with the latest in attack hardware - Metallic Uniframe Super Hybrid Armor, or M.U.S.H.A. you must destroy their base.

With spectacular multi-plane 3-D graphics scrolling at different rates and game play that offers constant, intense action, MUSHA comes off as one of the best vertical scrolling shooters. The main weapon has a feature where you can rotate the firing direction or let it go and seek out the enemy. Power-ups are plentiful and can be upgraded several times to help you get through the gauntlet of alien defenses. It's all up to you now!

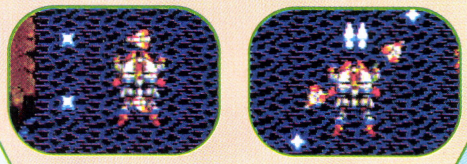
### MANY HAVE TRIED, BUT ALL HAVE FAILED...TILL NOW!

*The enemy is stronger than expected! You are the only one left of your squadron!*

### SIX DIFFERENT FIRING POSITIONS!!



*Forward* *3 Way* *Back*



*Reverse* *Roll*

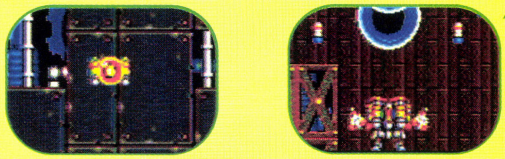
*Free*

*In MUSHA you have a wide variety of firing positions and options. The actual firing is done by two small option-like ships. The best ones are the Roll and Free. In Roll, the two ships spin around you firing in a circular motion. In Free, the ships seek out the enemy and shoot them on their own!*

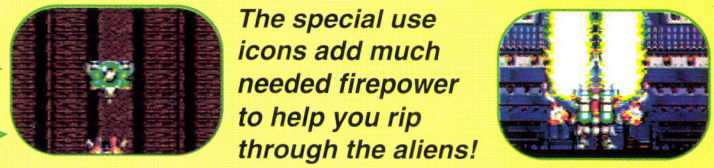
*Option*

*Shoot the option pod to get it to eject capsules. Get them for weapon power-ups.*

### THREE WEAPON TYPES!



*The Gold Icon gives you missiles!*

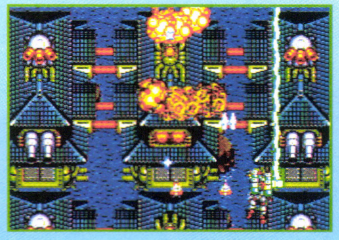


*The special use icons add much needed firepower to help you rip through the aliens!*

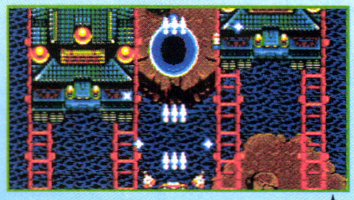
*The Green Icon adds electro-quark lasers!*

*The Blue Icon encircles you with a barrier!*

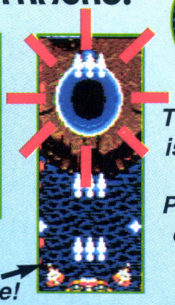
## LEVEL ONE - DESTROY THE BUILDINGS ON TRACKS!



*Blow out the big guns .*

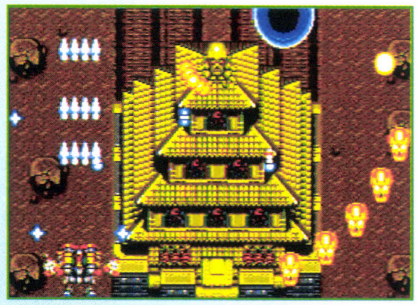


*The houses then retreat !*



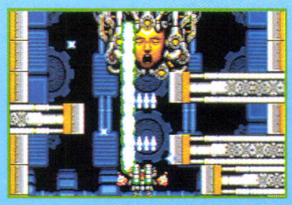
*The max weapon- the black hole!*

*The first boss is on top of a Chinese Pagoda. Take out the window weapons first!*

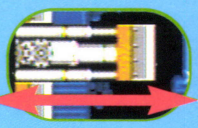


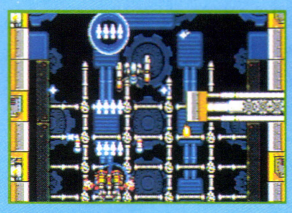
*... then go for the head on the roof.*

## LEVEL TWO - THE MECHANICAL GAUNTLET

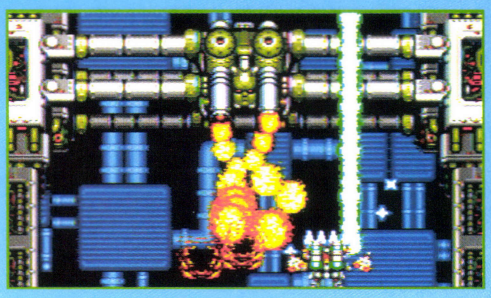


*Fly down the corridor to the head, half way through the level.*



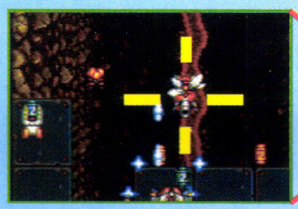


*Watch out for the mechanical arms which move in and out of the walls, while still dodging enemy fire*

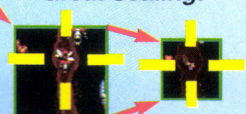


*The end of round boss, equipped with huge laser cannons, is waiting for you at the end of the corridor.*

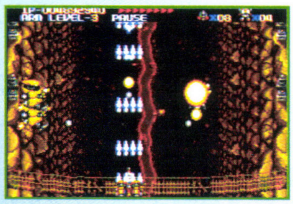
## LEVEL THREE- THE CHASM OF DEATH



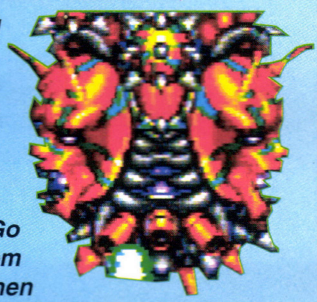
*Great Scaling!*

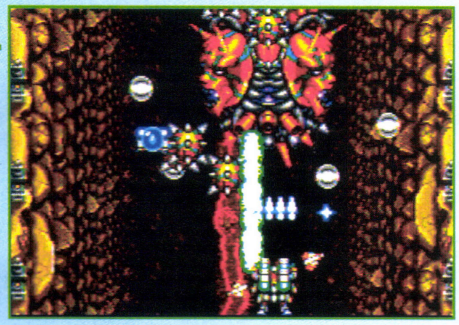


*...Only when you die!*

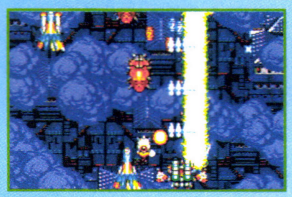


*The end boss uses three anti-matter cannons. Go for them first, then pound away at the two heads!*

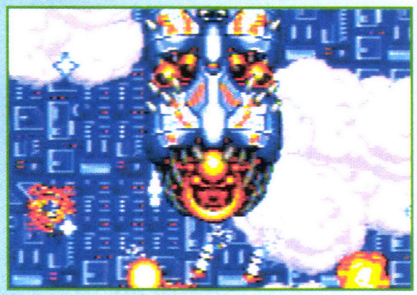




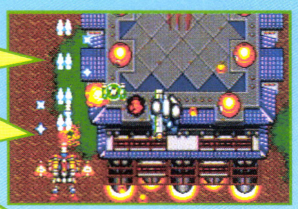
## LEVEL FOUR- SKY VIEW



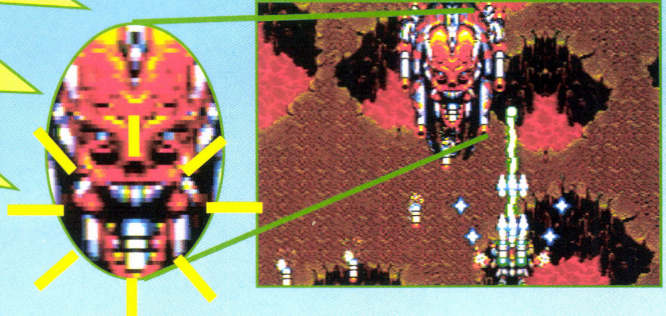
*Survive the chasm and head up into the unfriendly skies above the clouds. Slice through the enemy's defenses to get to the ultimate airship!*



## LEVEL FIVE - TRACKS TO OBLIVION

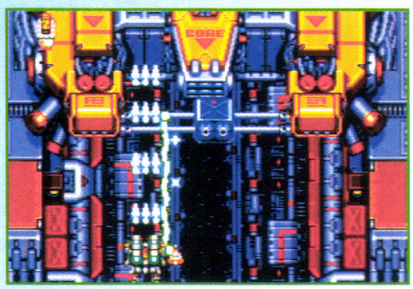


*The buildings on tracks are back again. Demolish them the same way as before and move on to the boss... who has side mounted cannons and spits out homing missiles!*



## LEVEL SIX - FORTRESS

*Progress deeper and deeper into the enemy's fortress. The action gets very intense as fighters come at you unrelentlessly. Power up often to get the 'black hole' weapon.*



## LEVEL SEVEN - DOOMSDAY!

*The end has to be coming soon! Blast down the blood red arteries of death as you approach your goal. Ships come at you in constant barrages but push on to victory! Or is there more...??*

# SWORD OF VERMILION

## MEGA-FILE...

**Manufacturer: Sega**
**Sega System: Genesis**
**Cart Size: 5 Meg + battery**
**Number of Levels: N/A**
**Theme: RPG**
**Difficulty: Avg.**
**Number of Players: 1**
**Available: Now**

## GATHER THE 8 RINGS..

As the son of Erik of Excalabria, the ascension to your father's throne is in your future. However,to claim what is rightfully yours,you must acquire all eight rings of good.The evil lord Tsarkon has ravaged the land in search of the missing rings - and you, sole heir to the throne, are the only one standing in the way of his reign of terror. Explore the land, talk to everyone you meet, and defeat Tsarkon to claim the Sword of Vermillion.

## GENERAL SCREEN

**Forward View-** Your main screen. Shows what is just ahead of you.

**Overhead View -** Shows overview of land.

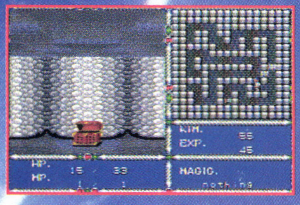
**Kim-** Money

**Exp-** Experience points.

**Hit Points-** Current & maximum per level.

**Magic Pts-** current and max in skill level.

## CAVE



## BATTLE

***Unlike Sega's other RPG,Phantasy Star2, battle scenes are shown in a side view and you move your character with the controller!***

## GET SUPPLIES AND WEAPONS IN THE TOWNS!

**ARMOR Y** Buy weapons and armor.

**BLADE-** Talk to him first.

**T O W N RULER -** See him for next quest.

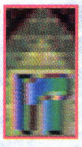
**INN -** Stay here for resting.

**MAP-KEEPER -** Get travel map from him.

**FOR-TUNE TELLER-** Learn the future.

**MAGIC SHOP -** Learn new spells.

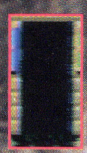
**R E S T - AURANT -** Talk to the people.

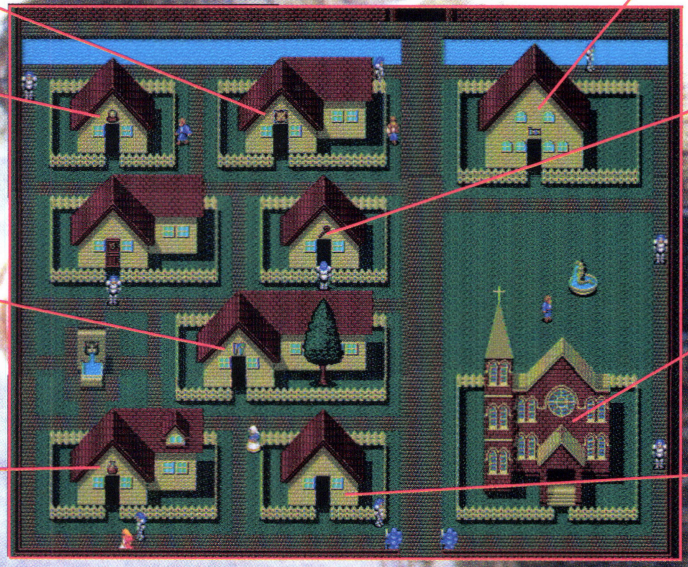


**CHURCH-** Save your game here.

**SUP-PL IES -** Buy food and items.

**HOUSES-** Check all open doors for clues.





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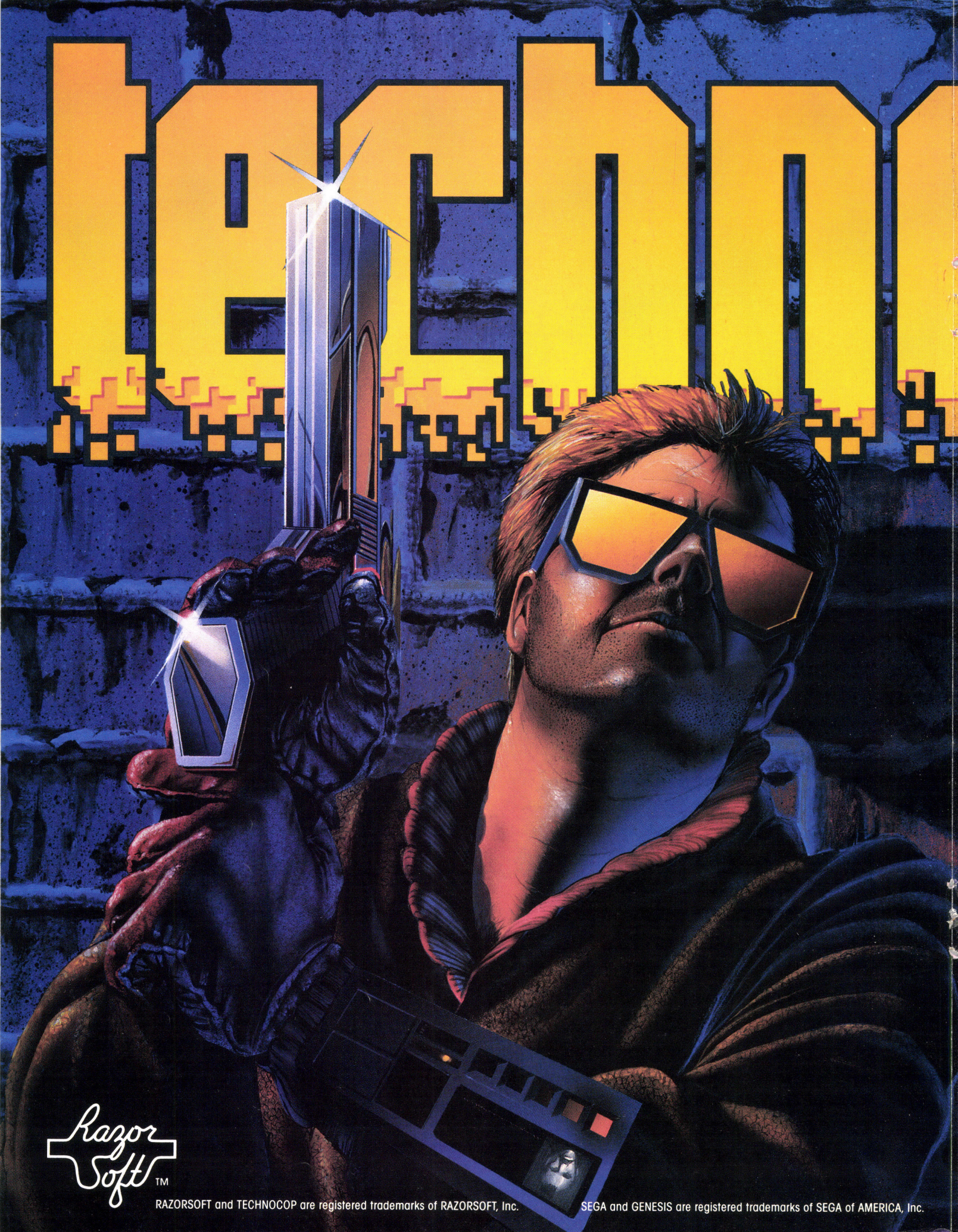


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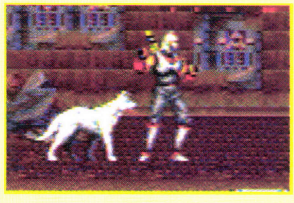
## MEGA-FILE

**Manufacturer: Sega**
**Sega System: Genesis**
**Cartridge Size: 4 meg**
**Number of Levels: 6**
**Theme: Action**
**Difficulty: Avg.**
**Number of Players: 1**
**Available: Feb. '91**

## Shinobi's Revenge!

If the game looks familiar, it should. Based on the coin-op of the same name, Shadow Dancer brings the Shinobi ninja back to take on a whole new batch of enemy. Like the original 8 bitter - Shinobi, SD has you rescuing hostages, and using stars for offensive weapons. What's new though is the best friend a Shinobi could have - a man eating white wolf who more often than not wants to do Shinobi's dirty work - kill the enemy! With super punches and kicks, along with his powered up flaming stars, SD packs plenty of action and yet still moves along at a brisk pace. The enemy are formidable foes and can easily gang up on you, but that's when your wolf springs to action! It's a great coin-op to home translation and a chance for players to try out this little seen, yet well done arcade game!

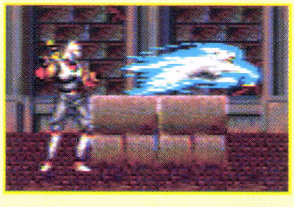
## MAN'S BEST FRIEND!



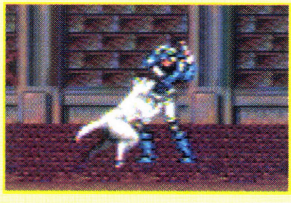
*Standing at your side.*

*Crouching with you.*

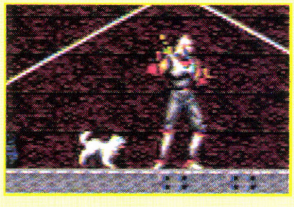
*Ready to spring into action*



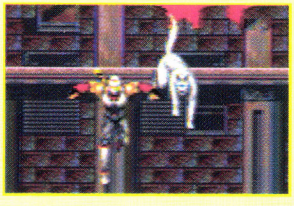
*Attacking the enemy.*



*And, ripping into him*



*Turns into a puppy after a hit.*



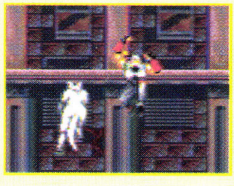
*Where you go the dog goes.*

## LETHAL WEAPONS OF WAR!

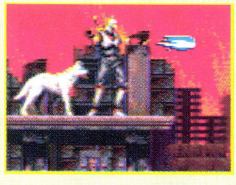
*Chinese Stars*

*Sword*

*Sword while Crouched*

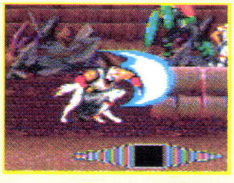


*Back Flip*



*Flaming Stars*

*Power Kick*



*Power Punch*

*Jump Kick*

## MAGIC

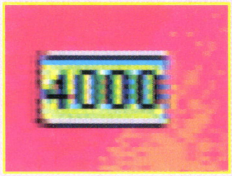
## HOSTAGES

*Rescue the hostages being held captive!*

## BONUS ITEMS FOR RESCUING HOSTAGES

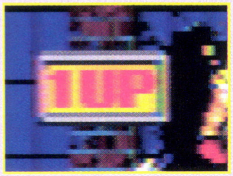
*500 Points*

*2000 Points*




*4000 Points*

*8000 Points*



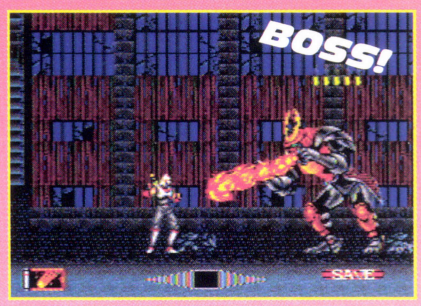

*Extra Life*

*2 Extra Lives*

*Extra Magic*

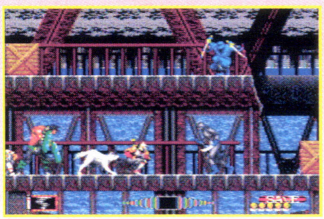
*Super Strength*

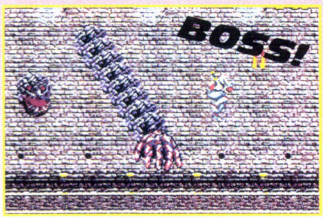
## LEVEL 1 - BURNING DOWNTOWN

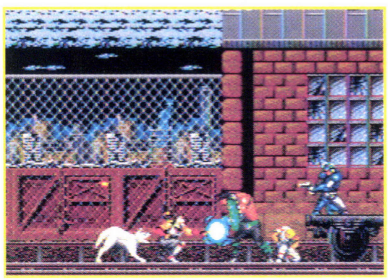



*The city has been destroyed! Flames from the burning buildings ripple in the background, buildings have been turned to rubble, but you still must go in to get the hostages Watch out when you approach a manhole as it could explode upward in a burst of flames!*

## LEVEL 2 - THE RAILWAY

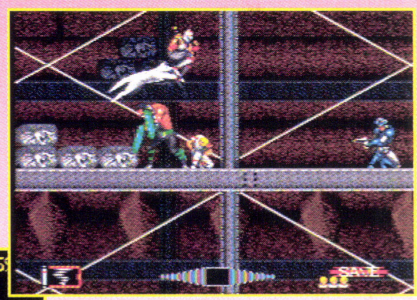




*Watch out for the chunks of building falling down all around you. Get out of the city and down the railroad tracks. Here, out in the open, copters swoop down shooting at you.*

## LEVEL 3 - THE STATUE OF LIBERTY



*Eliminate the ninjas and soldiers who jump down to the I-Beam you are standing on.*

*At the top of the iron structure, with the head of the statue of liberty in the background, use your magic on the enemy boss.*

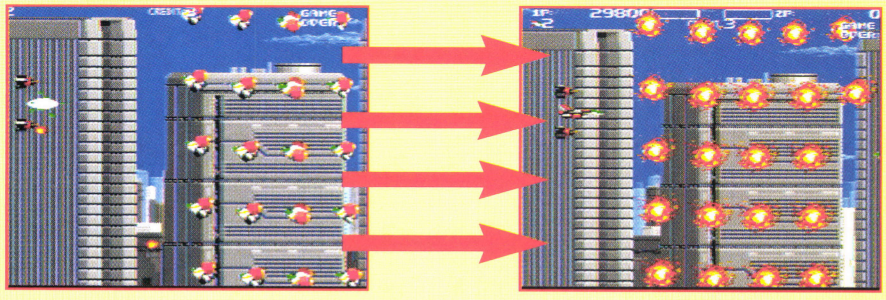
## MEGA-FILE

**Manufacturer: Kaneko**
**Sega System: Genesis**
**Cartridge Size: 4 meg**
**Number of Levels: 6**
**Theme: Action**
**Difficulty: Avg.**
**Number of Players: 2**
**Available: Feb. '91**

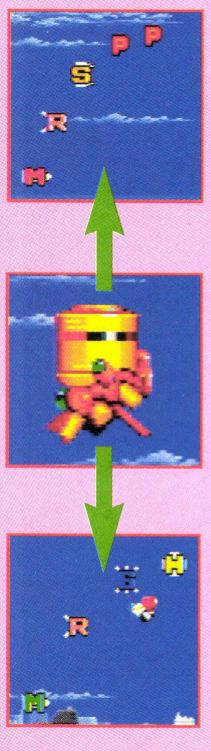
### Shoot or be shot!

Based on the arcade game of the same name, Kaneko is bring out a conversion for the Genesis (NEC is also bringing out their version of the same game for the TurboGrafx system). In this version though, you get an excellent version of the coin-op. The backgrounds scroll independently and the mid-round and end of round bosses assume immense proportions. Special features of this game include weapons which can be powered-up an unprecedented 10 times. There also is a 'doomsday' weapon which when activated destroys all the enemy on the screen! All this makes for a shooters paradise.

### THE AEROBLAST DESTROYS ALL!

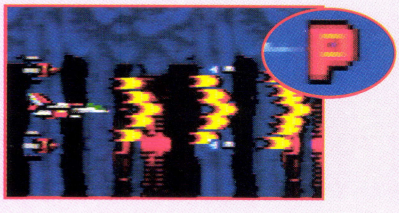


### POWER ICONS



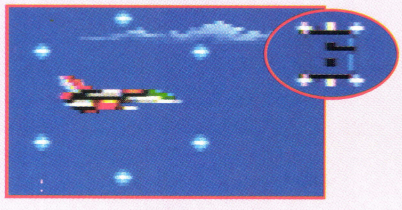
Shoot Capsule

### OBTAIN STRONGER WEAPON POWER-UPS AND OPTIONS!

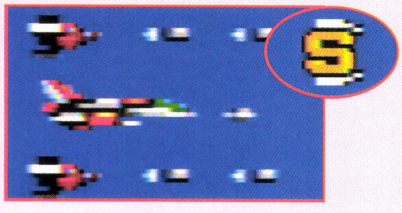


Power- Up

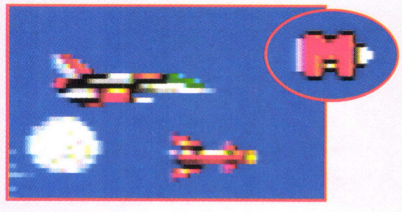
Protective Barriers



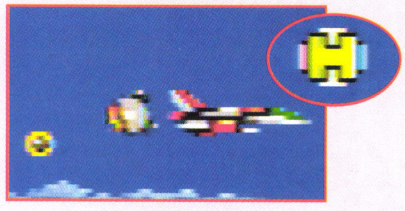
Six Way Shot



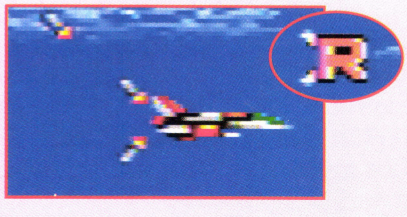
Option



Red Photon Missiles

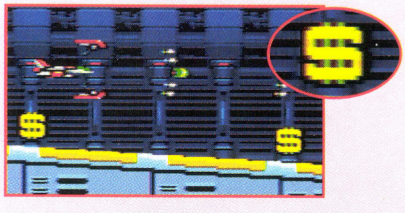


Hyper Cannon



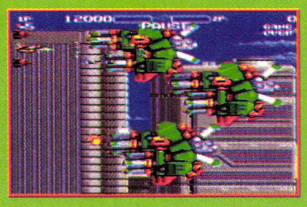
Rear Shot

Green Homing Missiles

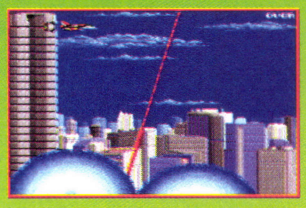


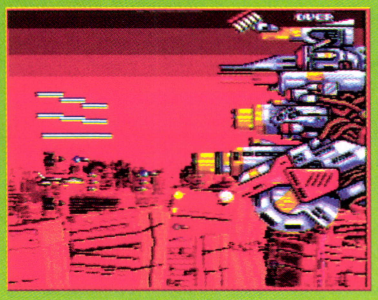
Money

## STAGE 1 - SEASIDE CITY



*Huge enemy mid-bosses!*



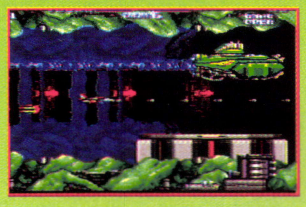


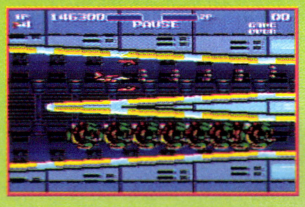
*If you keep your weapons fully powered up you'll be able to quickly polish off the end of round boss.*

The game plays a lot easier if you take advantage of the two player simultaneous option. With two ships on the screen the enemy doesn't stand a chance! Share the different types of power-ups coming out of the capsule and don't forget to use the 'doomsday' weapon - the aeroblaster but, if you can, as the photo shows, save it until the screen is completely filled with the enemy.

The game has spectacular graphics with a better than average 3-D scrolling background. The enemy are huge when compared to the TurboGrafx version and the bosses are immense as in the arcade version.

## STAGE 2 - MECHANIZED CAVE

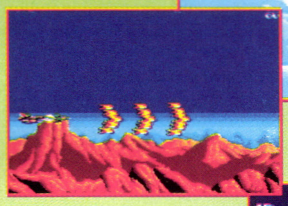




*The second level takes you deep into a mechanized cave. Make sure to get the protective barriers before the cave narrows!*

*As you progress farther into the game the aliens are more numerous and harder to destroy. By staying farther back on the screen you generally have more time to plan out an attack. Also try to stay powered-up as the weapons can reach staggering proportions and can make your job that much easier.*

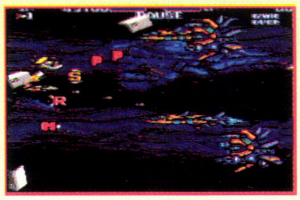
## STAGE 3 - IN THE SKIES



*From below the ground to above the ground! Take to the skies and, with the options, blow away the competition.*

*Shoot then dodge the bosses fire!*

## STAGE 4 - INTO THE DARK

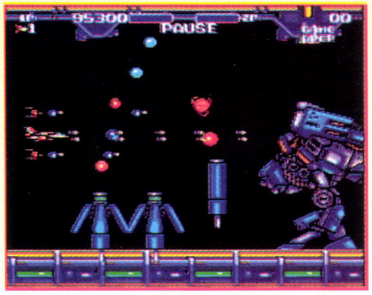


*With enough power-ups and a friend, in a 2 player game, you can slice through the enemy.*

*The boss uses a scatter shot.*

## STAGE 5 - THE FORTRESS

*Stay to the back of the screen to give you time to see what is coming and plan out your attack.*



## MEGA-FILE

**Manufacturer: Renovation**
**Machine: Genesis**
**Cartridge Size: 4 meg**
**Number of Levels:8**
**Theme: Action**
**Difficulty: Average**
**Number of Players: 1**
**Available: January '91**

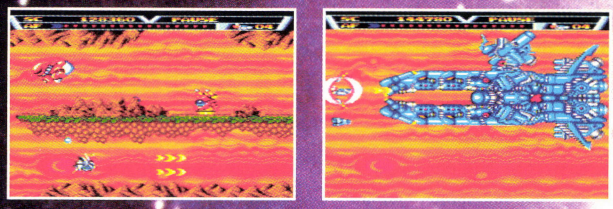
### Fly the Friendly Skies??

Aliens from a parallel dimension have crossed over into ours. Their main base is on Jupiter and they are planing to attack our planet. Equipped in a special power suit you blast off to take the enemy head on before they rip into our defenses. The power suit is well stocked with weapons but when the going gets tough it can change into a hyper ion fighter containing awesome fire power. Zero in if you can, on squadrons of enemy cruisers hiding in the waves of hypnotic rippling colors. Grab the shield for protection and blow away the bosses as you approach their mother ship down near the planet. The aliens are numerous and pose a formidable threat to the seasoned player who is looking for a new shooting game.

### LEVEL 1 - ABOVE THE CLOUDS

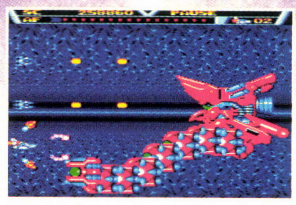
*As you patrol the outer atmosphere a squadron of starships attack! Slice through their defenses and go for the mother ship!*

### LEVEL 2 - FLY TO JUPITER



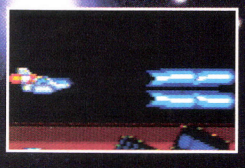
*As you approach Jupiter take out the enemy guns on the floating islands!*

### LEVEL 3 - FLY DOWN TO THE PLANET



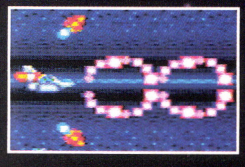
*The hypnotic swirling backgrounds will hide the enemy craft coming up to attack.*

### WEAPON POWER-UPS



Wave Missiles

Pulse Cannon



Ripple Laser

Shield

### SUIT OR SHIP

Power Suit

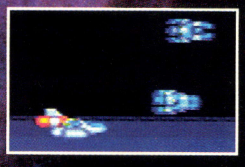
Ion Ship

### WEAPON OPTIONS

Arrow Flash

Option

V-Attack



Option

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## SHADOW DANCER

The sequel to Shinobi brings the hero against all-new bad guys with the help of a special attack dog! Sizzling graphics and game play!

**ONLY $79.99**

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| Rambo 3 | Shooter | $59.99 | Basketball | Sports | $69.99 | Psy-O-Blade | RPG | $74.99 |
| Super Military | Simul. | $64.99 | New Zealand Story | Action | $72.99 | Sorcerian | RPG | $62.99 |
| Crackdown | Maze | $79.99 | Darwin 4081 | Shooter | $67.99 | Whip Rush | Shooter | $74.99 |
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| Power Drift | Driving | $74.99 | Atomic Robo-Kid | Shooter | $69.99 | Twin Hawk | Shooter | $64.99 |
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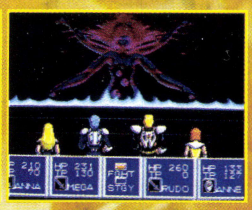
PHANTASY STAR



PHANTASY STAR 2

PHANTASY STAR 3

## MEGA FILE...

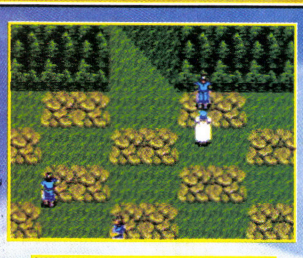
**Manufacturer: Sega**
**Sega System: Genesis**
**Cart Size: 6Meg + battery**
**Number of Levels: NA**
**Theme: Fantasy RPG**
**Difficulty: Hard**
**Number of Players: 1**
**Available: March '91**

## THE SAGA CONTINUES

*Here's a overview of the 7 planets of Phantasy Star 3.*

Phantasy Star 3 breaks new ground in RPG's, never before has there been a game as complex or detailed. If you thought P.S.2 was huge with 2 planets to explore and a choice of 8 different characters to join forces with then how about 7 planets to explore! Featuring a cast of over 20 possible characters to meet and join forces with, depending on decisions you make at crucial points in the game (like who you marry in the first generation affects who you become in the 2nd and 3rd generations). Phantasy Star 3 is role-playing perfection.

*This party of 5 adventurers is the first generation.*

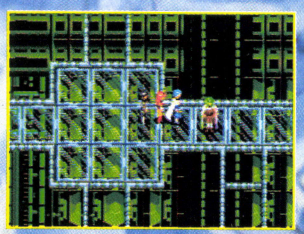


### MEU

*Considered an outlaw by mistake, you must talk to the townspeople to get her to come out of hiding and meet you by the lake northeast of the town.*

### TYPE 386

*Talk to the 4 different robots in this town and they will tell you about TYPE-386 who is in a cave due west of the launch pad.*



### LYLE

*Once you are accompanied by TYPE-386 go to the control tower in the eastern part of the desert and Lyle will be waiting to join you on your journey.*

### LEENA

*Once TYPE-386 fixes the generator and the lake thaws, walk into the fountain in the northern town. Progress through the dungeon. You must fight Lyle before she'll join.*

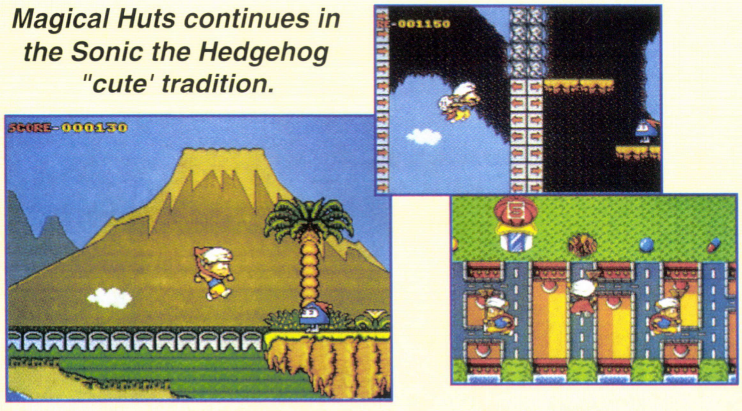
# COMING ATTRACTIONS

## MEGA GAMES TO WATCH OUT FOR ON THE 8 AND 16-BIT...

### MAGICAL HUTS
**Sega of Japan**

Sega is starting to release more of the 'cute' Alex Kidd/Wonder Boy/Sonic the Hedgehog type games. The newest in that similar vein is Magical Huts Big Adventure where you are a a boy out on a new quest/adventure. Your main weapon is your punch but you can jump on top of the enemy to eliminate them. Other power-ups are hidden along the way and you must find them in the Super Mario punch-to-uncover tradition.

*Magical Huts continues in the Sonic the Hedgehog "cute' tradition.*




### STAR CRUISER
**NCS of Japan**

A new 'filled polygon' pseudo 3-D game puts you behind the wheel of a battle cruiser inside a world similar to ours. Similar technology to Hard Drivin, this game rotates the scenery as you drive or fly past it! A very real simulation!

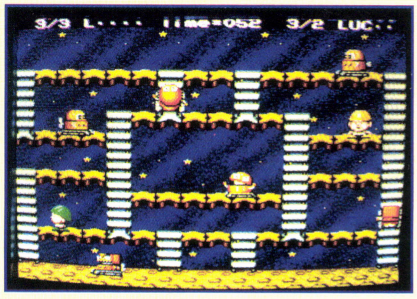
### F-1 CONSTRUCTOR
**Sega of Japan**

It's hard to imagine a game better than Monaco GP but this could be it! Build the race car from scratch with dozens of different parts and race on courses more detailed than GP with conditions closer to real life racing!

*Money talks when you have to buy parts for your GP car! The best doesn't come cheap*

## THE BERLIN WALL
### Kaneko

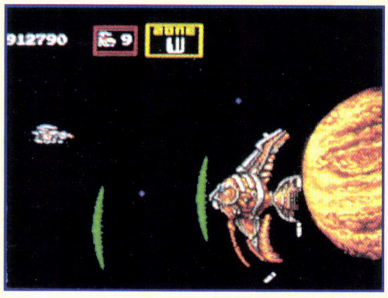
Run up and down ladders while avoiding the mechanical monsters chasing you. Play solo or with a friend in a 2 player cooperative game!

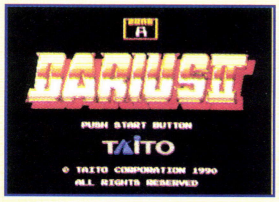


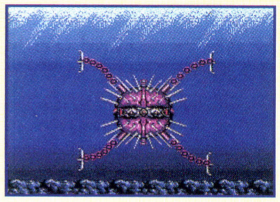
*Climb up and down ladders like Lode Runner.*

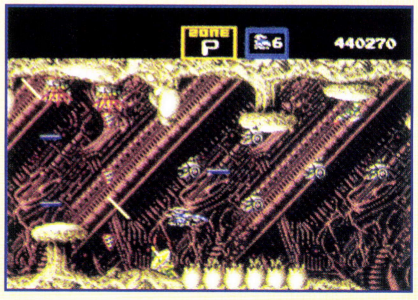
## DARIUS 2
### Taito of Japan

The spectacular multi-screen arcade classic which first saw it's home debut as a fabulous PC Engine CD shooter, is now being converted for the Mega Drive format. It's another huge 8 meg game (which comes off better than the 6 meg SuperGrafx version) with all of the levels faithfully duplicated!








## DEVIL HUNTER YOKO
### NCS of Japan

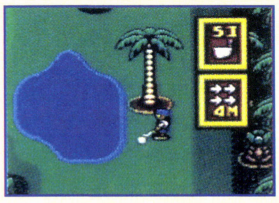
NCS of Japan has a new side scrolling sword slasher involving a girl on a quest of eliminating invading creatures from the underworld who have taken the shape of huge insects. Our heroine jumps along on huge vines and flowers in a manner similar to that in Target Earth. Her main weapon is a sword and the power-ups add length and strength to the sword.

*The enemy from the underworld have taken the shapes of huge insects and bugs!*

## HAPPY BIRTHDAY GENESIS!

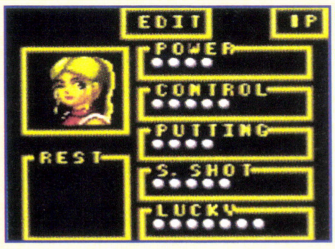
Did you know that on August 15th, the Genesis was 1 year old? Our globe-trotting editors caught Al Nilsen of Sega of America celebrating at Sega's home office in Japan. How? Playing Super Monaco GP - of course!

## Super Golf
### Sigma of Japan



Sega is expanding its Game Gear cartridge line-up with new titles each month. A golf game is the newest addition. Up to 4 people can play in either stroke or match competition. In addition, each player can adjust five different attributes, allocating strength to areas where he will do the best. It's a whole lot better than playing in black and white on the GameBoy!

*You have a complete set of clubs to choose from!*




*If you think putting is the most important, you can add strength to that attribute!*

## G-LOC
### Sega of Japan

Sega's spectacular arcade game has been downsized to fit inside the Game Gear! Granted a tremendous has been lost in the conversion, but then again, this is only a baby Master System. As it is, the cart doesn't measure up to G-Loc standards, rather it is more realistic to call it just another afterburner similar to the one we saw on the SMS a while back! With multiple missions and lots of enemies attacking you from the land, sea and the air.

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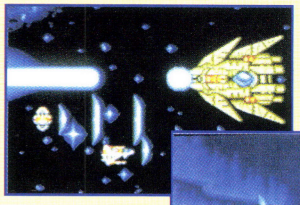
## CROSSFIRE
### Kyogo

Known as Super Airwolf in Japan, this vertical scroller puts you in a futuristic attack helicopter loaded to the gills with new and exotic weapons. Set in an over-head view your missions take you over dangerous terrain infested with hundreds of enemy aircraft.

## GAIARES
### Renovation

Hop in your hyper cruiser and take off in this side view side scrolling shooter on the same lines as Thunder Force 3! Tons of add-on weapons and power-ups make this a shooter's paradise! Great graphics with detailed backgrounds. An 8 meg wonder!



*New weapons to take on the bizarre bosses!*

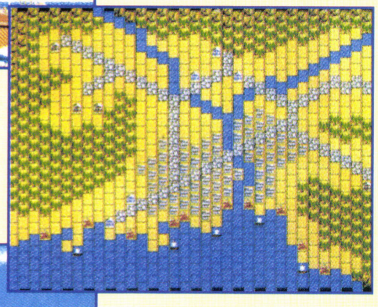
## GAIN GROUND
### Renovation

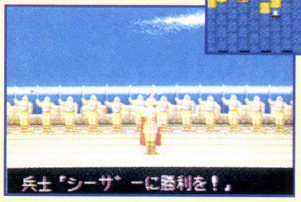
It's a Gauntlet style adventure game where you search through multi-screen mazes looking for more powerful weapons while shooting the enemy pursuing you. A good action game for one or two players.

## AMBITION OF CAESAR
### Micronet

War strategists will have a 'field' day with a military simulation of the battles of Caesar. It's going to be an 8 meg behemoth where you move your forces on a huge grid battlefield. The screen zooms in to a close-up of the actual battles.

*With 8 meg , Caesar will be the largest war simulation yet!*



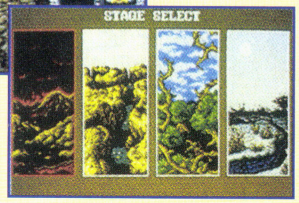



*Caesar gives his crew a pep talk before battles!*

## ELEMENTAL MASTER
### Technisoft of Japan

The follow up to Thunder Force 3 puts you on a new mission to save another series of worlds. This game is an over-head view vertical scroller with a wide variety of weapons and power-ups. Huge bosses and new enemy highlight this outstanding shooter.

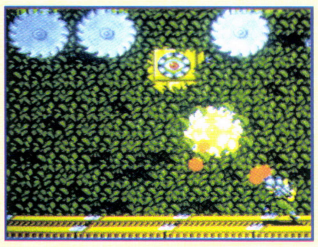
*Huge bosses and great graphics in another hit from Technisoft!*

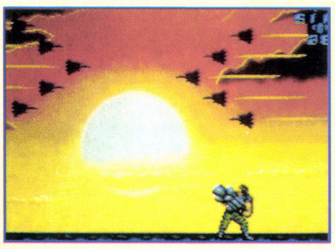



*Like TF3, you can select your starting world.*

## MIDNIGHT RESISTANCE
### Data East of Japan

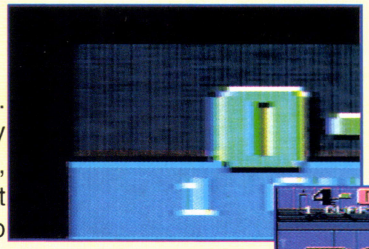
Based on their popular arcade game from a while back, Data East is now converting it to the Mega Drive. The game will be a full 8 megabit and has the potential to be one of the better 'Super-C'-type shooters. With different types of weapons such as machine guns and flame throwers, Midnight Resistance will be out in Japan this winter and the U.S later this year.



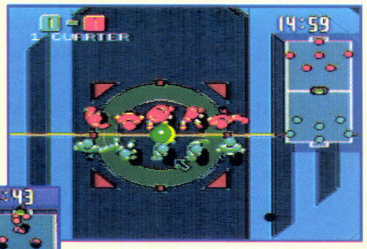


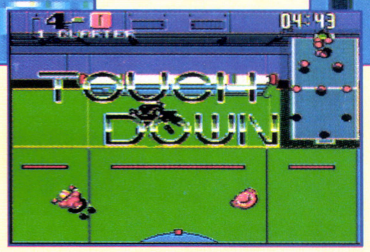
## POWER BALL
### Namco

Namco's third title for the U.S. will be a soccer/football/rugby derivative. In this, like soccer, you can kick the ball to try to get goals; like rugby, you can pick up the ball and run; and football, you'll want to get very rough and flatten an opponent. Set in an overhead view the multiscreen playfield scrolls vertically in between the goals.



*Flatten your opponent!*




*It's good!*

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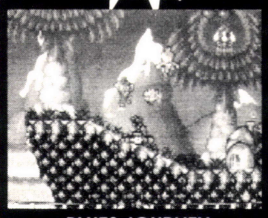

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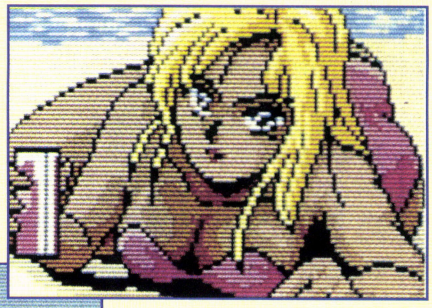
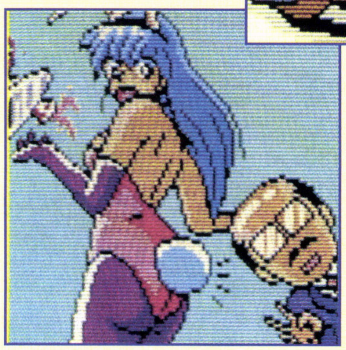
## MEGA PANEL
### Namco of Japan

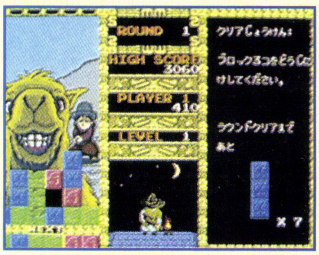
Mega Panel is Namco's version of Columns/Tetris. In this game the object is to match up 3 of one color in a horizontal or vertical row. Do this and they disappear. In the 2 player vs. mode the blocks can be sent over to the other player. A second game is also built in. In this solo version, if you match up 4 in a row a bomb, in the corresponding row on the right hand puzzle, drops, and destroys a block revealing a piece of the picture underneath. Eliminate all the yellow and blue blocks (the blue ones take multiple hits to break apart) to see the pin-up girls of Namco of Japan!

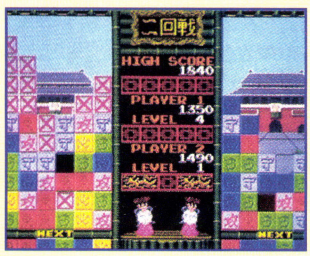
## THE PINUP GIRLS OF NAMCO!





## SCENERY BACKGROUNDS!

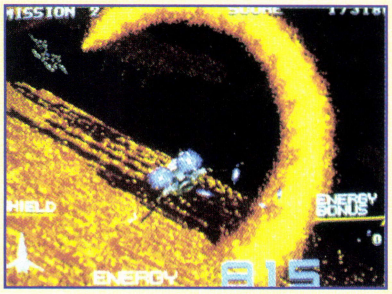


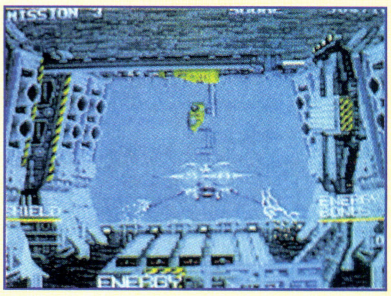


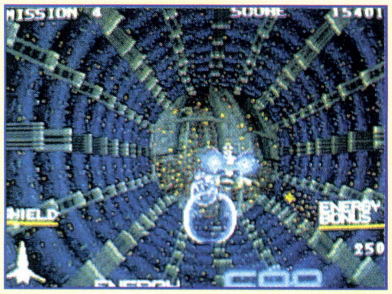

*There are 10 different pictures in the background of the pin-up game. They range from Jane Braun on the beach to Finny Florin in the*

## GALAXY FORCE
### Sega of Japan

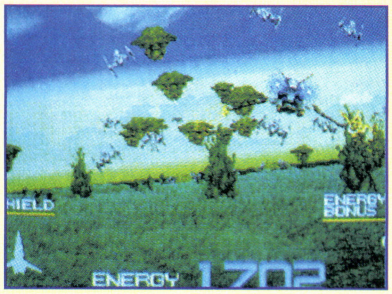
The phenomenal arcade hit is coming to the Mega Drive later this summer. It's nowhere near as simplistic as the Master System version, because Sega can do so much more with their 16 bitter. The 3-D effects will be built in as all of the great shooting action. Watch for it to come out here in the U.S. in fall when Sega unveils their line-up to go up against the "Super Nintendo"!

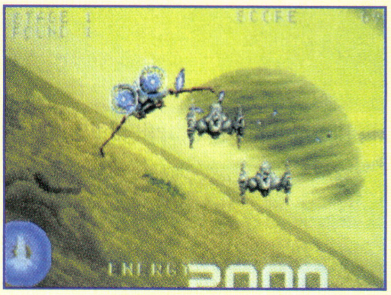



Arcade version shown for illustrative purposes.



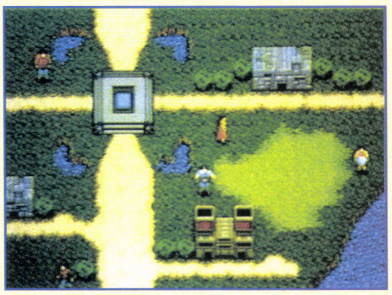



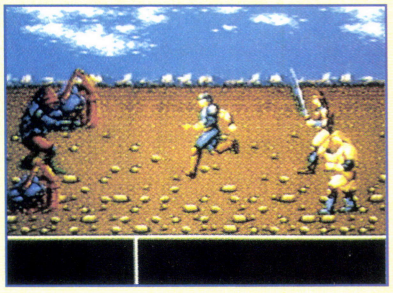
## VALIS 3
### Renovation

The third in the Valis series is coming both to the P C Engine and the Mega Drive/Genesis. Valis contains similar action and adventure to that found in Castlevania 3 as you can change into three different characters, each possessing different abilities and strengths. With a wide variety of weapons and magic spells to choose from, this could be the best Valis yet!

## AMATERAS
### Kodansha of Japan

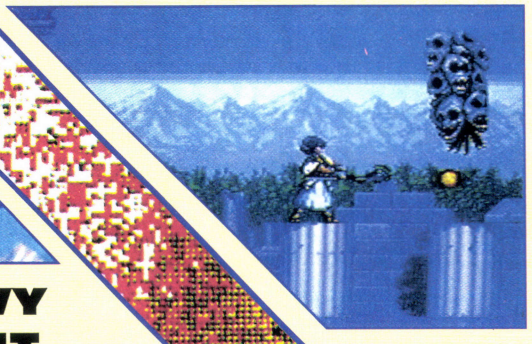
Kodansha, a new name to the Mega Drive, is bringing out an adventure/quest game much on the same lines as Dando. The story line is new - you have just found out that your relatives from hundreds of years ago were aliens! Knowing this you set out to search through seven galaxies for your roots. In the process you encounter new, and sometimes unfriendly people. Explore, talk and fight!

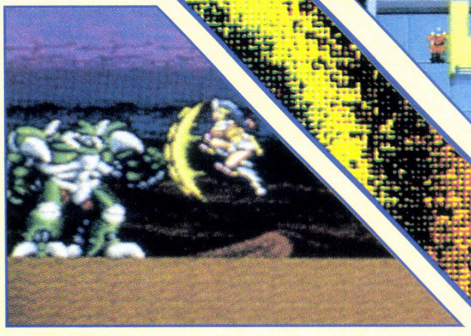


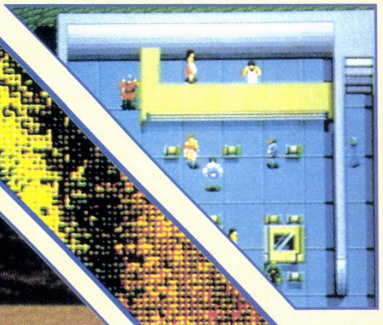


*The battle scenes are set in a side view perspective.*

***Spectacular action scenes, new weapons, huge bosses are features in Valis 3!***

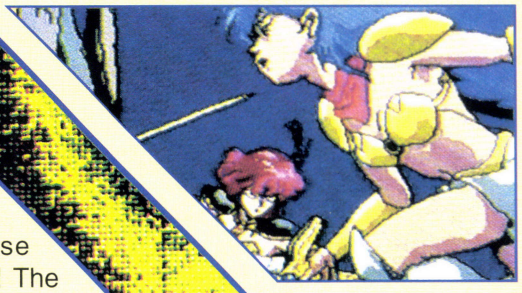


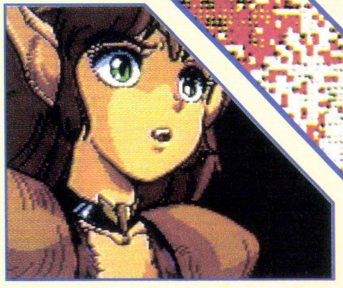


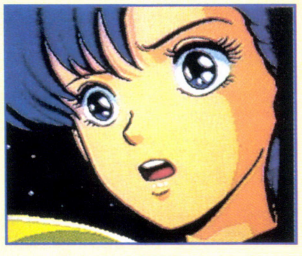


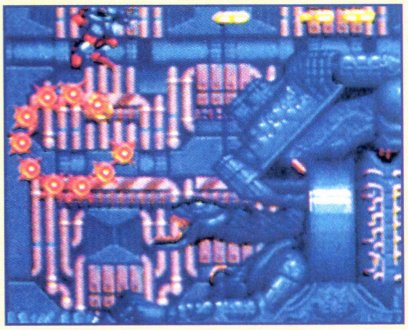
## HEAVY UNIT
### Toho of Japan

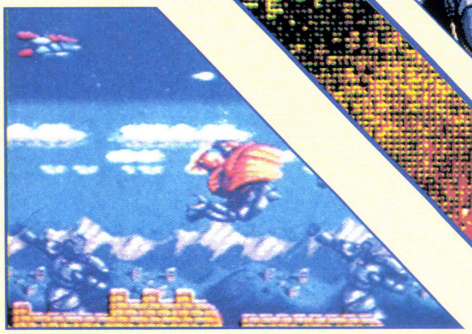
Heavy Unit is one of the games which is in the 'what ever happened to?' category. Having been promised for years, it is finally coming out in Japan. Set in a side view perspective this shooter offers multi-layered backgrounds, fast, intense action and even an instant replay feature! The Mega Drive version compares favorably to the arcade game with only a bit of slow down in speed because of the large on-screen characters.











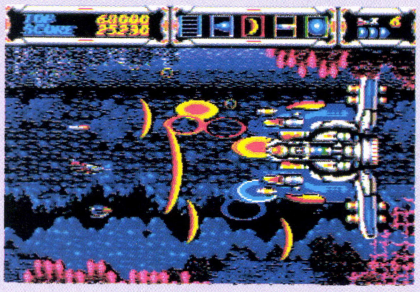
*The great cinema intermissions are back but the digitized voices have been replaced with text.*

# MEGA REVIEWS!!

## The Sega Genesis/Master System Resource

**Thunder Force 3, E-Swat, Whip Rush, Columns, Vermilion, Klax, Fire Shark, Lakers vs. Celtics, Strider, Mondu's Fight Palace, Shadow Blasters, Hard Drivin', M.U.S.H.A., Burning Force, DJ Boy, Ishido, Sword of Sodan.**

### THUNDER FORCE 3



| Technosoft | Genesis | Shooter | 4 Meg | Now |
|---|---|---|---|---|

**DAVE** — This shooter is definitely the best I've seen in a long time. The scrolling is smooth, the power-ups are awesome, and the action is intense! On top of that, the end bosses are specacular! **9**

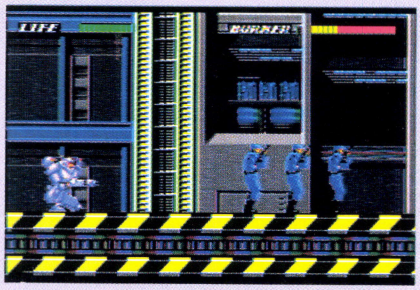
**G.O.G.** — Being a fanatic of shooters, I can only use one word to describe this game, PERFECT! Many horizontal shooters have passed before my eyes, but none as good as this! **9**

**MIKE** — Easily one of the best shooters on the market. The graphics are truly spectacular, especially the waves of flames. Extremely challenging action and a definite must have game! **8**

**BART** — Explosive, apocalyptic, super intense, mind blowing, a fury of ultimate destruction, awesome firepower, incredible graphics & sound, massive bosses. In a word, "Magnificent!!!" **9**

**Thunder Force 3 is one of the few games to have an arcade conversion come out after the home game! Power up your ship and take on 8 worlds of alien infestation. With explosive, constant action.**

### E-SWAT



| Sega | Genesis | Action | 4 Meg | Now |
|---|---|---|---|---|

**DAVE** — This is an excellent coin-op to home game translation! The graphics are very crisp, but the control is not quite as consistent as the coin-op. Despite this, the game has the feel of the original. **8**

**G.O.G.** — This arcade reprodection is well done in most details, but plays a little slow and jerky for me. Graphics, sounds and translation are good, sloppy game play and controls are what hurt it. **7**

**MIKE** — As a shooter the game plays a bit on the slow side. The backgrounds are decent but not spectacular and the enemy are just too easy to kill. Not intense enough to really excite me. **7**

**BART** — E-Swat is really more like a sequal than a coin-op convert, only a few parts of this game resemble the arcade. Good graphics,but could have sounded better. It moves too slow to be intense. **6**

**Based on the Sega arcade game, E-SWAT is the name for an elite police force in the future. Put on a special protective suit and hit the streets. Get new weapons along the way to help destroy the bosses of E.Y.E.**

## WHIP RUSH

**Pilot your ship through 7 levels of high flying, quick moving, fast thinking, action. Slice through the aliens defenses, grab a stronger weapon and an option and get ready to take on the huge end bosses.**

| Renovation | Genesis | Shooter | 4 Meg | 10/90 |
|---|---|---|---|---|

**DAVE** 8

Even compared to Thunder Force 3, this side shooter manages to hold it's own. The power-ups are inventive and the backgrounds are impressive! It has good graphics, but lacks control.

**G.O.G.** 7

This side shooter has the same to offer as most, but with a few new twists on power-up strategies. The variety of backgrounds and good graphics held my interest. It grew on me!

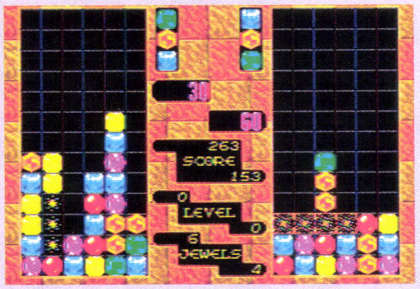
**MIKE** 7

A solid shooter which offers 7 good levels of increasingly difficult gameplay. Large powerful bosses add to the challenge, as do the narrow corridors which require precise control.

**BART** 7

WP is a pretty good shooter, featuring some cool ideas in the weapons department. Not very much originality in game play , but a nice solid game to keep your trigger finger happy.

## COLUMNS




**Sega's version of a Tetris-type block puzzle game. All pieces are the same size but consist of 3 jewels of different colors. Change the order of the colors to match up 3 in a horizontal, vertical or diagonal row.**

| Sega | Genesis | Puzzle | 1 Meg | 9/90 |
|---|---|---|---|---|

**DAVE** 7

An addicting Tetris/Klax combination. Awesome options allow 2-player head-to-head action! While not quite as good as the original games, it's a good buy for puzzle fanatics.

**G.O.G.** 7

The best to come of all the Tetris clones I've seen. This different puzzle game controls well and has good graphics with lots of cool two player options. If you like these types, buy it!!

**MIKE** 7

Not just another me-too puzzle game. Diagonal matching forces you to think in an additional dimension and with a wide variety of 1 and 2 player head-to-head games this one is addicting!

**BART** 6

They invaded the 8-bit market, you thought you were safe, but now the Tetris clones have entered the 16-bit frontier! Nice colors and addicting game play. I guess it's not so bad.

## VERMILION

**Vermilion is Sega's latest RPG set in the middle ages. Buy stronger protective gear and weapons in the towns and head out into the countryside for battle. Offers multiple views of the action on the screen.**

| Sega | Genesis | RPG | 5 Meg | 10/90 |
|---|---|---|---|---|

**DAVE** 8

This is definitely a good RPG if you don't mind serious repetition! The enemies don't change much, but the end bosses are cool. Also, the walk-through really isn't necessary.

**G.O.G.** 7

Usually I am not into RPG'S very much, but in this case, I liked it. Cool graphics and different perspectives makes this one a must for RPG fanatics. Once again they included a walk-thru. WHY?

**MIKE** 7

Sorry Sega! This great RPG could have been rated higher if you wouldn't have again included that #@$% walk-through book. The quest is linear as it is and a player can't get lost!

**BART** 7

What's Sega going to do next, include a private tutor with Star 3? A nice role player that unfortunately is spoiled by the free cheat book. I like the real combat with the enemies. Too easy.

## KLAX

**Adapted from the popular arcade game, Klax is slightly reminiscent of Tetris and Columns. Match up blocks of the same color either horizontally, vertically or diagonally for points.**

| Tengen | Genesis | Puzzle | 2 Meg | Now |
|---|---|---|---|---|

**DAVE** — 8

The best matching puzzle since Tetris! Though not as impressive as the Lynx or Turbo versions, the basic game play is right up there with the best of them. Too bad the sound wasn't better.

**G.O.G.** — 7

This version of Klax is good, but places third out of three. The Lynx and Turbo version are better. This version lacks the digitized sounds and voices as well as good controls.

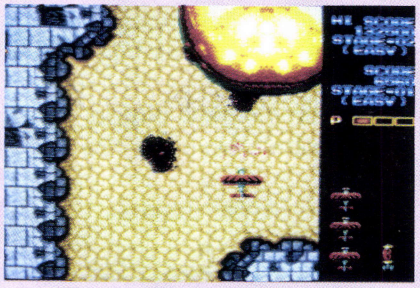
**MIKE** — 8

A very addictive puzzle game which really grows on you the more you play it. Going for the multiple matches like the 'X' adds more challenge to an already exciting puzzle game.

**BART** — 6

Klax is another good entry in the Genesis library of puzzle games. Despite the sluggish controls, and the lack of sound quality, it still remains addictive and fun to play.

## FIRE SHARK



**A vertical scrolling shooter based on an arcade classic. Lots of weapons and power-ups to choose from, including the doomsday device which clears the entire screen. Similar in concept to Truxton.**

| Dreamworks | Genesis | Shooter | 4 Meg | Now |
|---|---|---|---|---|

**DAVE** — 8

Similar to the coin-op, but not as intense. The power-ups are still awesome, though! Also, after 99 levels, the shooter fan should have gotten their money's worth!

**G.O.G.** — 9

An excellent reproduction of the coin-op. Vertical shooters are my absolute favorite, and this one does it all. Great graphics with lots of impressive power-ups. Difficulty is just right!

**MIKE** — 8

Well, it does compare very favorably with the old Toaplan coin-op but I prefer side scrollers. The progressive weapons are good and with 99 levels, the game will just go on and on!

**BART** — 9

Shooters are my specialty and this one has plenty to offer. Lots to shoot at and really intense power-ups, I love the flames when fully powered up. Almost a 100 rounds of challenge. Whew!

## LAKERS VS CELTICS

**It's a full court basketball game with real teams and players! Features recent stats and true-to-NBA rules. The refs call fouls and make you play an honest game. With special built ins like Jordan's air reverse jam!**

| Electronic Arts | Genesis | Sports | 4 Meg | Now |
|---|---|---|---|---|

**DAVE** — 7

The only reason I liked this game was for the graphics and individual player stats. The slam dunks were pretty cool. Although better than Riley, the poor player control disappointed me.

**G.O.G.** — 7

This computer translation is a great looking basketball game, but lacks good controls. The graphics are realistic, but are jerky. All and all still a better game than Riley B-Ball.

**MIKE** — 7

Computer games don't always make good Genesis games but Lakers is an exception. Ball handling is decent and the specialty shots is a nice touch. Much better than Riley!

**BART** — 6

My first impression: Yuck! this is horrible look at how choppy it is! After playing it for awhile it got better, but not by much. Bad control ruins the enjoyability factor. Cool stats and music.

## STRIDER

| Sega | Genesis | Action | 8 Meg | Now |
|---|---|---|---|---|

**Strider is the first U.S. 8 meg cart. Based on the arcade game, you must infiltrate the enemy's base and blow away the evil rulers. Go up against huge mechanical monsters, amazons and armies of soldiers.**

**DAVE** — 9

After playing this game, I was speechless! Nearly every aspect of the hit coin-op arcade game was jammed into this little Genesis cart! Bravo, Sega, for this excellent translation!

**G.O.G.** — 9

Being a pro at the coin-op, I can say this game is awesome! A little slow down while playing, but even the arcade machine did that. Top notch graphics and play. Close to a Ten.

**MIKE** — 9

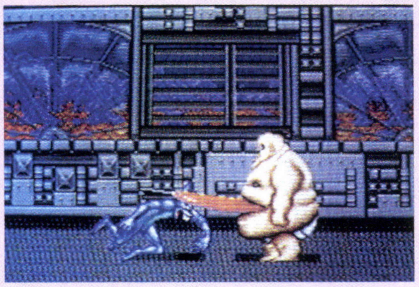
A truly awesome game! Everything is done perfectly - challenging game play, excellent graphics and all the arcade levels! Strider's sounds are missing from the U.S. version. Why?

**BART** — 9

Phenomenal! Strider is 16-Bit gaming at its best. Incredible graphics and excellent audio. Very intense game play accented with unique play mechanics. A few bugs need removing.

## MONDU'S FIGHT PALACE

| Activision | Genesis | Action/Sport | 5 Meg | Now |
|---|---|---|---|---|



**Kung fu fans will want to try out their moves on some new, out of this world, opponents. Go up against 10 weird aliens as you work up to Mondu-the-Fat himself. Try the 2 player version on a friend!**

**DAVE** — 5

Ugh!! Being a martial art game fan, I was really disappointed with this cart. The moves are too choppy and the control is horrible. Decent graphics are the only plus of this game.

**G.O.G.** — 5

Usually I love punch and kick games, but this one leaves me dry.For the exception of the many animations and creatures, I don't have anything good to say about t this one.

**MIKE** — 5

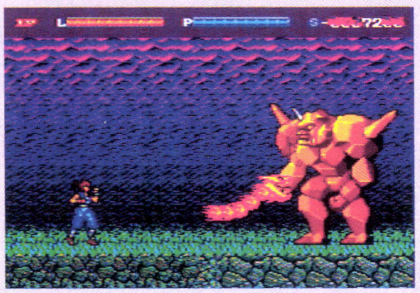
Nothing new or special here. It is your standard, punch, kick, jump and duck moves but the 2 player version is OK. The ability to buy magic spells to handicap your opponents is a plus.

**BART** — 4

Frustrating and sluggish controls are the death of this game. A neat concept that could of been a great game, but was poorly executed, using all the megs on graphics and none on play.

## SHADOW BLASTERS

| Sage's Creation | Genesis | Action | 4 Meg | Now |
|---|---|---|---|---|



**Shadow Blasters is a new action oriented game from Sage's Creation featuring 9 worlds to conquer. Each world is set in different evironments ranging from cities, forests, to harbors and futuristic lands.**

**DAVE** — 5

Another hard to control game with very little excitement to offer. It reminds me of Mystic Defender, but isn't as smooth or detailed. Try again!

**G.O.G.** — 3

This action game is an insult to my intelligence. Don't waste your time or money. There are better games to spend it on. Graphics and game play, YUK. I give a 3 for the music also.

**MIKE** — 4

SB is an action game that doesn't get off the starting blocks. It fails to generate any excitement or offer any special challenge. Having 4 characters to use is good but not imaginative enough.

**BART** — 4

SB falls short in too many areas. The graphics are OK, the music is poor, but most of all the control is horrible. The game is very slow paced and not exciting. Neat bosses.

## HARD DRIVIN'

Hard Drivin' is straight out of the arcade and into the home. Solid polygon graphics in a real driving simulation. Drive through 360 degree loops, over bridges and do other stunts with your car.

| Tengen | Genesis | Driving | 2 Meg | NOW |
|---|---|---|---|---|

**DAVE** — 6

Although this is a relatively good translation of the smash hit coin-op, it fails to hit the mark. The game moves way too slow, and the control wasn't very precise.

**G.O.G.** — 6

Being a lover of the coin-op, I was a little disappointed. The 3-D polygons are there, but slow game speed and sloppy controls bummed me out. Still kind of fun to play once you get used to it.

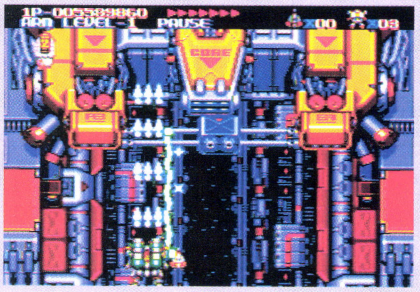
**MIKE** — 6

The home version leaves a lot to be desired. The control is hard to get used to and it just doesn't seem to move fast enough. I'll take 220 mph Monaco GP over this turtle.

**BART** — 5

Disappointing, but expected ,a lot is missing due to small cart size. An average driving game with neat features like ramps, loop-to-loop, and a cow. SMGP is the preferred choice for me.

## M.U.S.H.A.



M.U.S.H.A., an overhead shooter, puts you up against impossible odds. Lots of great power-ups and 3-D effects in this 7 level game. With a constant barrage of enemy fighters and large end bosses.

| Seismic | Genesis | Shooter | 4 Meg | 2/91 |
|---|---|---|---|---|

**DAVE** — 8

This shooter is nearly TF3's vertical counterpart! The option power-ups are incredible and the action is non-stop! This game is close to a nine, but just misses.

**G.O.G.** — 9

I was very surprised at how good this vertical shooter was. Nothing disappointing about this game. Great graphics, sound and game play. Cool power-ups. I love the 'cinemamatic' demo.

**MIKE** — 8

As far as shooters go this one is exceptional! Offering lots of power-ups but they're needed as the enemy just keep on coming. Verticals just don't get much better!

**BART** — 9

Totally and completely awesome! The best over-head shooter I've ever played. Fantastic graphics and rockin' tunes complemented by perfect play! DONT MISS M.U.S.H.A.!!!

## BURNING FORCE

It's a final exam at college! Hop on your air bike and blow away robot drones that come out at you. With pseudo 3-D effects similar to the arcade version. Survive for 6 days and you pass the course!

| Namco | Genesis | Shooter | 4 Meg | NOW |
|---|---|---|---|---|

**DAVE** — 4

This is merely Space Harrier with a fancy jet-cycle and plane, and it's missing the awesome graphics of the original. The sound helps a little, but overall, it's nothing new.

**G.O.G.** — 5

This game is like Space Harrier on the ground. Color rotating backgrounds and sloppy game play add to a old concept of a game. Nice try guys but we want new games, not old hack.

**MIKE** — 6

While Namco did a decent job in converting the arcade game, unfortunately it's coming out too late. It gets challenging at the 5th day but the checkerboard backgrounds are distracting.

**BART** — 5

Although the graphics are well done, and the music is really good, BF is nothing more than a side-to-side shooting gallery with pretty looks. Bosses are cool, but the game misses originality.

## DJ BOY

Strap on your skates and hit the street as your girlfriend has been kidnapped! Lots of weird thugs come out after you but you do have a full compliment of kung-fu moves. Based on the coin-op of the same name.

| Kaneko | Genesis | Action | 4 Meg | NOW |
|---|---|---|---|---|

**DAVE** — 7

As a fan of the original coin-op, I was a little disappointed, but this is a good game. Some of the moves are missing, but the graphics are okay. Starting with one life isn't enough!

**G.O.G.** — 7

A skating punch and kick game with good graphics and sounds. The fighting in the game is a bit sloppy, but overall fun to play. Power-up between the rounds, you'll need it for the bosses.

**MIKE** — 7

It's a game of roller derby for the 16 bitter. A very difficult game to get through. Your player can get some extra power but the bosses really wear you down fast.

**BART** — 7

It's rollerskating and street fighting in one. Brings a different theme to the Genesis, but a good one. A bit repetitive but fun to play. Needs a continue or a way to increase your lives.

## ISHIDO

Ishido is a block matching puzzle game originally developed in ancient times. In this you must try to place all the pieces on the board. Color and shape play a part in determining matches.

| Accolade | Genesis | Puzzle | 2 Meg | NOW |
|---|---|---|---|---|

**DAVE** — 5

Boring, but different. This is a good game for matching-puzzle gamers, but it just didn't impress me. In fact, after finishing a board, I felt cheated since nothing appeared but "Game Over."

**G.O.G.** — 4

Ishido is a primitive attempt at a puzzle game. Matching tiles and figuring out what goes where, Boring!

**MIKE** — 4

Some games should never be made for this excellent system. Here you have a machine which can do wonders and all you do is match blocks.A great GameBoy game instead.

**BART** — 3

ZZZZZzzzzzz.
Oh I'm sorry. This one didn't keep my interest for more than a millisecond. A boring tile game, kind of like Shanghai. The Genesis is made for shooters guys.

## SWORD OF SODAN

It's you against fierce giants. With seven different quests and diverse enemies, you must maneuver around traps and engage in combat with the enemy. Magic potions and power-ups help keep you alive.

| Electronic Arts | Genesis | Action | 4 Meg | NOW |
|---|---|---|---|---|

**DAVE** — 4

The 4 is purely for graphics. The game controls horribly, and the sound effects are sub-standard. The animation is okay, but not enough. The best option is turning the game off.

**G.O.G.** — 4

The only thing good about this game is the graphics. Come on guys, if your going to translate computer games to Genesis, don't give them computer controls and game play.

**MIKE** — 4

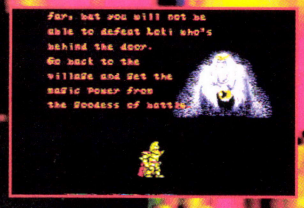
EA gets half credit for this game. They got the graphics down perfectly but it just doesn't follow though with the game play. All they had to do was tweak the controls and it would be OK.

**BART** — 4

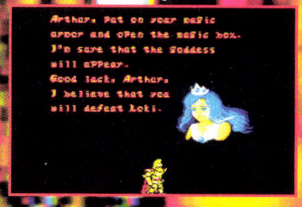
Sure the game looks great, but that's only when it's paused. Excellent graphics don't make a game, they make a still life painting. Plagued by poor controls and similar sound.

# GAME OVER!

## GHOULS'N GHOSTS




*After completing the game once.... You must go through it again and find the special weapon.*




### GET READY TO BATTLE LOKI, THE PRINCE OF DARKNESS!

Ghouls'N Ghosts has been a trademark of how good a 16-Bit game can really be. It is truly a testament of what the Genesis is capable of achieving, boasting phenomenal graphics and sound, complemented by outstanding game play. You must progress through all 5 levels of this remarkable game twice! The ending is just as impressive in the audio department as in the visual. So get your magic armor ready and do battle against the minions of evil as a beautiful princess is waiting to be rescued!

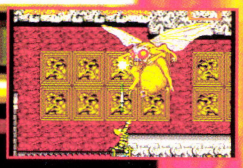
*Blast Loki with the Psycho Cannon. Destroy Loki once and for all and release the captive souls.*

BOSS ONE

BOSS TWO

BOSS THREE

BOSS FOUR



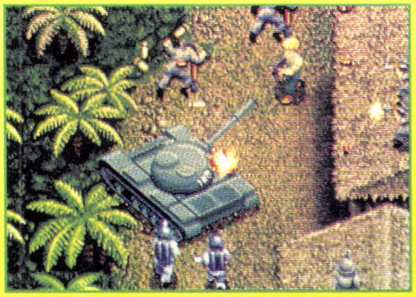
BOSS FIVE

*All is well again, or is it?*

# COMING IN THE NEXT ISSUE OF MEGA PLAY..

## MORE MEGA-PREVIEWS..

Look to Mega Play for the latest information and photos about the newest 8 and 16 bit Sega games from around the world. Our



editors will be coming back from Japan with the latest news on the hot Mega Drive softs. Final Fight, Turbo Outrun, Sonic the Hedgehog, Reds, Heli Fighter, Ninja Warriors, Shining Darkness and Valis 3 are but a few of the dozens of new carts you will see in the next issue of Mega Play!

## MORE MEGA-REVIEWS..

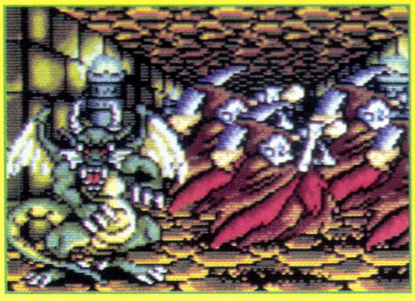
Our fearsome foursome will give you the straight, no holds bared, scoop on the new softs coming out in Spring. They will tell you what's hot and what's not without the candy coating. They'll

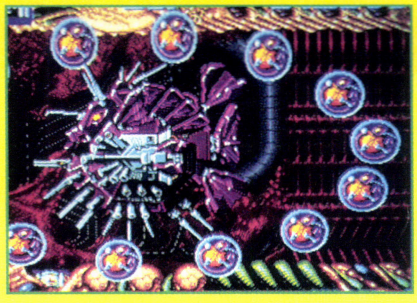
be out of this world with Gaiares, into battle with Caesar, shooting up the enemy in Midnight Resistance and flattening the opposing team in Power Ball and a dozen more!. It's only Mega Play that tells it as it is!

## MORE TIPS AND TRICKS..

For the best in tips, tricks, bugs, level selects and passwords there is only one magazine which delivers the secrets on all the U.S. and international Sega games. Our players dive into all the softs, and report on what they find here in Mega Play. Maps, strategy guides and inserts are coming in the next expanded issue of the

only Sega mag which gives you the hard facts about the new and upcoming Sega products!



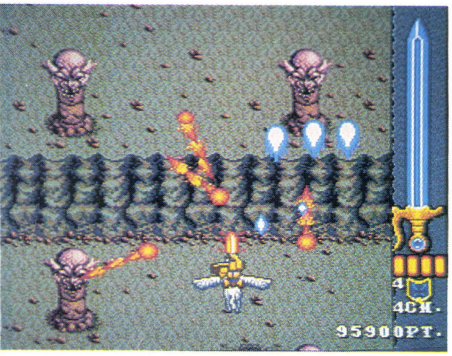


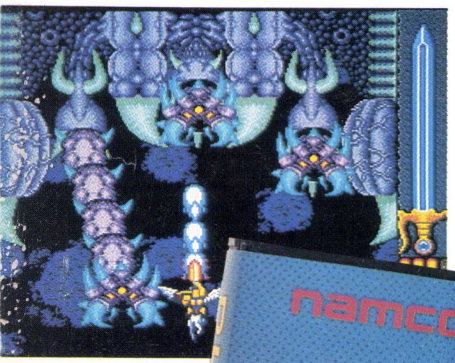
## MORE HIGH-TECH INFO ON THE LATEST IN SEGA GEAR...

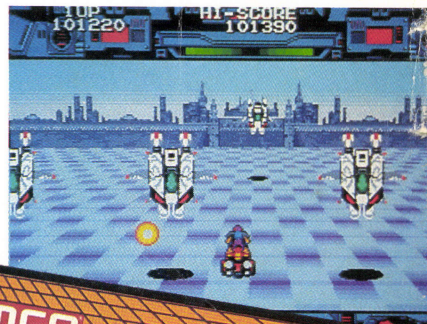
Secrets don't stay secrets for long with the Mega Play editors out pounding the pavement. For all the details, specs and most importantly - photographs, on all the cutting-edge technology that Sega is working on, only Mega Play delivers! Watch for updates on the CD-ROM, TERA, Sega News Network, and more in the next issue! The regular columns like From Japan and Game Over will return as will Mega Mail with YOUR letters! Everything you want to know is now in one bimonthly source - Mega Play!

# WATCH FOR THE THIRD ISSUE COMING IN APRIL...

# Master The Skies





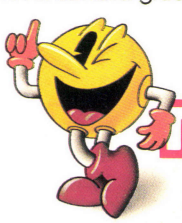

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

**New from NAMCO, the Game Creator**

Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa; and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.

**"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional !"**
***-1991 Video Game Buyers Guide.***

Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."



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The Game Creator

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